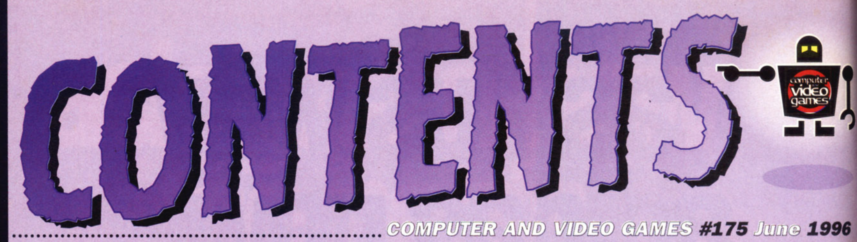


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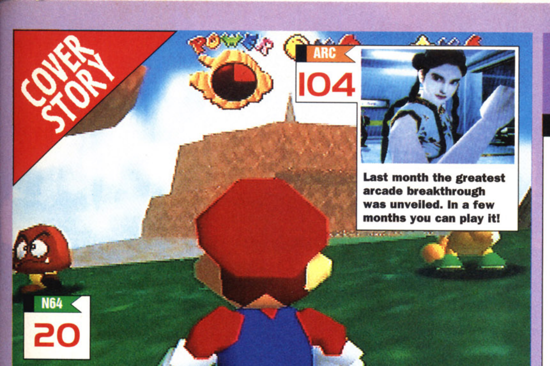
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COMPUTER AND VIDEO GAMES #175 June 1996

Welcome to CVG!

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Welcome to CVG!



• MARIO 64: TWO YEARS OF WAITING IS ALMOST OVER •

16 PAGE FREE PULL-OUT !!





COMPLETE MOVES LIST.

A FULL-ON MOVES LIST TO **FIGHTING VIPERS**. A FULL-ON MOVES LIST TO **STREET FIGHTER ALPHA 2**. HELL, WE'VE GOT A FULL-ON MOVES LIST FOR **ULTIMATE MK3** AS WELL. THE **WORLDWIDE SALES CHARTS**, PLUS OUR **RECOMMENDED GAMES** FOR MAJOR SYSTEMS. OH, AND SOME OF YOUR **ETCHINGS** TOO.





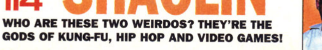






REGULARS




WHO ARE THESE TWO WEIRDOS? THEY'RE THE GODS OF KUNG-FU, HIP HOP AND VIDEO GAMES!



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EASY REFERENCE TO EVERY GAME IN CVG.

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WE LOVE YOU – AND YOUR FAMILY PET!

TOTALLY COMPUTER AND VIDEO GAMES!

I'd like to describe this month as the calm before the storm – just a few weeks before E3, and all that. But nothing could be further from the truth! You wouldn't believe the excitement surrounding the games we've seen this month. Despite being fairly low key, ECTS held some cool prizes – namely the revised *Dungeon Keeper* from Bullfrog (page 52), and Core's spectacular *Tomb Raider* (see Hot New Games section). Aside from those, who can fail to be totally floored by *Quake*, *Mario 64*, or OF COURSE the mighty *Tekken 2*. And we're STILL playing *VF2*. Now is not a good time to duck out of this amazing scene!

We have no singular image on the cover this month, because qualifying any of the featured games as more significant than another would be a crime (Felicia is there just because she looks cool). We've had a couple of criticisms about the way we're doing things here at CVG, as you can read for yourself. We're hurt, but still believe we're doing the best for you. Everyone else: Thanks for your continuing support. We're working hard, as always, to make the mag even better!

Until after E3... **Paul**



TEKKEN 2

TOMB RAIDER

SLAP ON THE BACK ✓

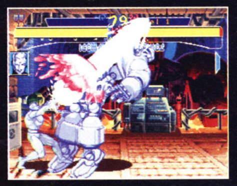


Thanks Sony and Namco for a slick UK conversion of *Ridge Racer Revolution*. While not as complete as the work AM2 carried out on their own *Sega Rally* – which has full speed and no borders – *RRR* still plays exactly the same as its NTSC equivalent. The small borders are hardly noticeable.





SMACK IN THE FACE? ✗



Say it ain't so! First your phone calls, then the proof in our hands that the PAL system version of *X-Men: Children of the Atom* is, in a word, disappointing. Like it has large borders top and bottom, and runs slower than the NTSC original. Hence the re-review (see page 90).

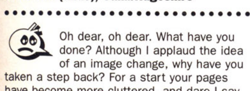


WE HEAR WHAT YOU SAY

CVG exists in a seperate dimension – inaccessible and therefore out of touch with what you really think, right? Bull Clackers!



First of all I wish both to thank you and commend you on such an excellent magazine, one which I have read without fail for the last 8 years. Your new look is both refreshing and informative. And extremely colourful.
Chris Hill (alias), Cambridgeshire



Oh dear, oh dear. What have you done? Although I applaud the idea of an image change, why have you taken a step back? For a start your pages have become more cluttered, and dare I say it less informative. I see no need for all the bells and whistles. Why use up valuable space with hundreds of tiny screen-shots, coupled with pointless captions, when you could have more room for an in-depth analysis of the game?
The new presentation does not focus the eye to any point of any page, it's just a mish-mash of coloured boxes. Take a leaf out of EDGE's book and see how to present a magazine.
Now to the new scoring system. Yes, I agree – percentages are an inaccurate and abused system. But marks out of five represent jumps of 20%. Why not use marks of ten (giving jumps of 10%) which, whilst informative, does not allow for the marginal few marks either way.
I am not in any way criticising your coverage or knowledge of games. I just think you've got a bit over excited.
One last point: the letters page is now practically useless, providing answers in an unoriginal YOB fashion. Sadly, CVG, you have just lost a loyal 4-year reader to EDGE. Ciao. It was nice reading you.
Tom Hughes, Wallingford

Have to write to compliment you on the absolutely excellent new format – very impressive, love the new rating system (great concept – makes much more sense) and the FreePlay section is brilliant. Make sure you give *Resident Evil* a High Five cause it bleed'in well deserves it! Keep up the excellent work – without doubt the best games mag in the Universe!
Joules xx



I have just bought May's edition of your mag and I must say I like the changes, especially the score system. I have read your mag since issue 1 – yes I am drawing a pension!
Steve Skinner, Bedfordshire

First of all I'd like to congratulate you on your new style magazine. It's colourful, funny, and packed with info.
Gavin B, Scotland

I am writing to ask who the sad person was who invented the High Five ratings was, and also to say I will be cancelling my subscription unless you change it back to percentages. But I must thank you as you have finally got the right balance between PC reviews and PS/ Saturn reviews. I hope you're really sorry for the trouble you have caused, and are going to compensate every reader who has moaned at you. (A Saturn would be nice!!!) Lastly I would like to say the FreePlay magazine is a good idea.
Somebody, Solihull

THANKS TO EVERYONE WHO WROTE IN!

computer and video games

CVG REVIEW SYSTEM

HIGH FIVE!

5–EXCELLENT	Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.
4–VERY GOOD	Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.
3–GOOD	These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.
2–PRETTY BAD	There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.
1–VERY POOR	An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.

EDITORIAL

EDITOR PAUL DAVIES

It must be his age, or maybe his mental age (not sure which) but Paul reached a crucial turning point in his life this month. There was every chance that he would leave CVG for good at one stage. Become a Museum curator or somesuch. But when it came to that crossroads, he just broke right down and swore that YES he would be playing video games for the rest of his natural life.

Current Favourite Games: VF2, Fighting Vipers, RRR, Vampire Hunter (Night Warriors)

DEP EDITOR TOM GUISE

We're getting concerned about Tom's sideburns now. Yes, they have been ignored previously but – as you can no doubt see – this cannot be the situation any longer. Our offices are bad for static as a rule, and electricity conducted through Guise's facial hair has become a problem. We need your signatures on a petition to have them removed.

Current Favourite Games: Fighting Vipers, VF2, Burning Road, Track n Field, Nights, SFA 1+2

ART EDITOR TOM COX



Don't talk about games! That's work! We're HERE [usually the chippy]. That's WORK." If you see Tom Cox in the street, whatever you do, don't mention v-i-d-e-o g-a-m-e-s. He'll rip your head off and play football with it! And don't ask him to eat chicken either. He don't eat chicken. Talk about heavy metal instead. He'll like that.

Current Favourite Games: Wipeout

STAFF WRITER ED LOMAS



Funny thing this: Edgar says he doesn't like beat 'em ups, yet they're the only games he plays? There can be two possible reasons for this. Number One: Fighting games by design are ripe for the picking of untold secrets and player tips. Case in point: *Tekken 2*. Ed didn't so much play the game this month as plunder it! Number Two: Ed is talking out of his bum.

Current Favourite Games: Nights, Fighting Vipers, VF2, UMK3, QUAKE, Sonic CD, SFA 1+2, Panzer 2

DESIGNER JAIME SMITH



This is a second attempt at Jaime's biog. The first wasn't funny enough. In this version, Jaime wanders around Southend waving a rubber chicken about his head, crushing brazil nuts with his butt cheeks. He's also cultivated a large boil at the nape of his neck, and goes around saying "Look a'dat. S'orrible innit". Parp!

Current Favourite Games: Tekken 2, Arkanoid, SFA 1+2, Tehkan World Cup, Burning road

SKIVVY PHIL DAWSON



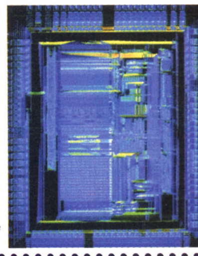
Completely oblivious to his actual state of being, Phil – to himself a debonair, smooth-talking individual with an eye on vogue – has been walking around with his bum hanging out, and earned the title "Chimpanzi Mans". Why the strange name? Well, it was something Phil was writing for an article on hair styles. Don't ask why.

Current Favourite Games: SFA 1+2, Demolish 'em Derby, Power Pigs, Vampire Hunter (Lei Lei)

NEWS

COLOUR GAME BOY DETAILS

Last month we heard rumour of a Colour Game Boy from Nintendo. This month we have hard facts to support that story. As revealed in weekly trade paper CTW, the project is codenamed Atlantis, and is based on technology created by Advanced RISC Machines (ARM), based in Cambridge – England! We contacted ARM, where a spokesman could neither confirm or deny the rumour of a 32-bit RISC Nintendo portable. He did, however, acknowledge that theirs was the only technology in the world that would support such a thing – given that Nintendo need to maintain their reputation for portability, low cost, and long battery life. While ARM technology does not allow the fastest microcontrollers in the world, they have the best speed to price ratio (200 mhz clock speed = $49), and the best speed-to-power consumption ratio. Essentially meaning that a 32-bit portable can now display complex, full-colour graphics routines, incorporating smooth gameplay with over 30 hours of battery life! Another major clue is that the company's ARM7100 microcontroller design incorporates LCD controllers. So yes, the Colour Game Boy/ Project Atlantis is under development. Hopefully E3 will be where we get to find out all about it.



"The ARM7100 is a high-integration microcontroller particularly well-suited for PDAs, smart mobile phones, handheld games, portable instruments and similar applications"



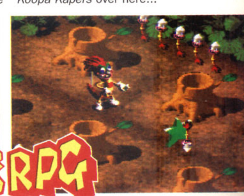
MARIO 64 CALLS FOR HELP

We now know why Nintendo were able to produce such an amazing-looking title as *Super Mario 64* in such a short space of time. It's through the professional assistance of development tool providers, Nichimen Graphics Incorporated. Nichimen Inc pioneered the kind of models used in *SM64*, right down to the strange malleable state of Mario's face on the title screen – where players can pinch Mario's nose and move it around, or tweak the peak of his plumbers cap. This month Nichimen's involvement went public, and has meant that the company is confirmed to be involved with a number of future projects. Their N.World suite of computer graphics products are being shipped to all authorized Nintendo 64 devlopers and licensees. Now everybody involved can cut development time by almost a third – Nichimen's tools are that important.

MARIO RPG NOT COMING OUT!

Yep, you read it correctly. THE Games – Nintendo's exclusive distributor in the UK – have released a press statement confirming that *Super Mario RPG* will not be released on PAL format. The reason for this bizarre move is currently unknown, although it may have something to do with the game's creators, Squaresoft, move to develop software for PlayStation. We can only speculate. The fact remains though, one of the hottest Super NES games we've ever seen, one that we've been covering intently since its Japanese release a few months back, won't be coming out over here. And to think we were complaining about it being called *Koopa Kapers* over here...





SUPER MARIO RPG

MORE OLD TAT!

As the retro-games onslaught continues (check out our increased size Computer Cabin this month!), yet more classic games are set to return. System 3 have announced that they're going to release PC CD-ROM and PlayStation versions of *International Karate* and *The Last Ninja*, with the latter including all the features of the complete *Last Ninja* series. Whether these updates will include 'perfect' original versions too, is unknown, but we hope *IK*'s music makes it into the game intact. Both games are set for release early next year.

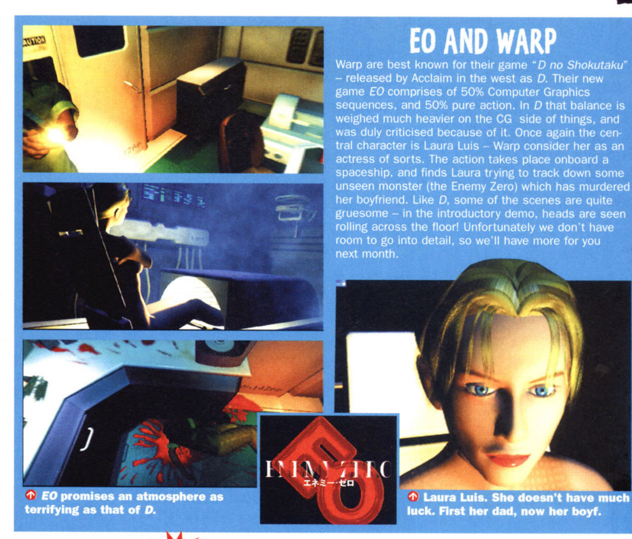
Take it from us, these games were brilliant in their day.



THE COLOUR GAMEBOY IS COMING!

SONY EMBARRASSED AT PLAYSTATION EXPO

Sony Computer Entertainment suffered something of a humilation at the recent PlayStation Expo. It all followed after Kenji Eno, president of Japanese software house Warp, invited a select few to a private presentation of his company's game *EO* (*Enemy Zero*). After an incredible demonstration of this original CG adventure, the onscreen PlayStation logo slowly morphed into a Saturn logo! At this point Kenji Eno announced that his awesome project was in fact being planned for release exclusively on Saturn this summer. As for PlayStation, that version is now postponed for an undetermined period in Japan – a tragedy considering the enormous popularity of Warp in that country. Reasons for this shock announcement were stated as being that SCE Japan place too many restrictions on Warp, with fixed numbers of games having to be delivered, and all marketing plans checked by SCE. The president also identified a feeling of mistrust between SCE and Warp, which is not an ideal climate in which to produce the best games – for most developers their software is like their child. There is one glimmer of hope, however: apparently Sony's policies are different in Europe and the USA, and a confidante of Mr Eno hinted that *EO* would be available on both Saturn and PlayStation in those territories.



EO AND WARP

Warp are best known for their game *"D no Shokutaku"* – released by Acclaim in the west as *D*. Their new game *EO* comprises of 50% Computer Graphics sequences, and 50% pure action. In *D* that balance is weighed much heavier on the CG side of things, and was duly criticised because of it. Once again the central character is Laura Luis – Warp consider her as an actress of sorts. The action takes place onboard a spaceship, and finds Laura trying to track down some unseen monster (the Enemy Zero) which has murdered her boyfriend. Like *D*, some of the scenes are quite gruesome – in the introductory demo, heads are seen rolling across the floor! Unfortunately we don't have room to go into detail, so we'll have more for you next month.

↑ *EO* promises an atmosphere as terrifying as that of *D*.

↑ Laura Luis. She doesn't have much luck. First her dad, now her boyf.

EN-GER-LAND, EN-GER-LAND, EN-GER-LAND, SCORT-LAND... SCORT-LAND... SCORT-LAND...

FOOTBALL AT WEMBLEY IS FOR A CHOSEN FEW...

But with 'Coca-Cola' it could be you – very few mere mortals are blessed with the honour of touching the hallowed turf of Wembley. However Coca-Cola, who support the game from grassroots to the World Cup, can make it happen: but for real fans only.

Yes, YOU can experience the thrill of Wembley as CVG offers you the ultimate in footballing access: a guided tour of Wembley Stadium with one of the Euro 96™ England Players!

You will be shown the players' changing rooms, the police control room, the media room where stories are flashed all over the world, and the historic trophy room. Then walk down through the players tunnel, onto the pitch to the immortalising cheer of the crowds. After that we invite you to have a knock about with one of England's most promising young recruits.

We've also got a sports bag full of football gear for you to take home including a football, t-shirt and sports bottle.

With a prize so cool as this, there can be only one winner. Still we've arranged it so that five runners up will receive a football and T-shirt. Are we good to you, or what!





HOW TO WIN:

Tell us which team won this year's Coca-Cola Cup Final, and you and a parent or guardian are there! Answers on a postcard to CVG/ Coca-Cola, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Terms and conditions: Closing date is June 21st. Winners will be chosen at random, and all decisions are final. Winners will be notified by post.

EAT FOOTBALL. SLEEP FOOTBALL. DRINK COCA-COLA

NEWS

[US NEWS]

THE ENTIRE GAMING WORLD ANTICIPATES E3

The ACME (American Coin Machine Expo) report last month kicked off a continuing series of US reports, written exclusively for CVG by Slasher Quan. He's agreed to keep CVG readers informed about what's up and coming from the USA, and as E3 is one of the most important events in the world's videogaming calendar, this is his report.

E3 PREVIEW By Slasher Quan

Just around the corner is the E3 show in Los Angeles May 16-18. This should be the biggest videogame convention in US gaming history, because not only will Sony and Sega unveil their second generation of software, Nintendo will roll out the Nintendo 64 in anticipation of the (alleged) September 30th release. Lets run down the biggest names and games that will grace the show floor.



▲ *Night Warriors* is proving to American gamers how the Saturn is a cool piece of kit!



▲ Raxel vs Tokio in the arcade version of *Fighting Vipers*.

[NINTENDO]

N64 PRESENTED TO WESTERN WORLD AT LAST!

Of course the majority of the Nintendo 64 line-up is no longer a secret, having been previewed at Shoshinkai last November. Difference is, they will all (allegedly, again) be playable instead of running on blurry videotape demos. Only a handful of previously unviewable games are rumoured to be at the show, such as Acclaims *Turok: The Dinosaur Hunter*, and a top-secret game from Virgin said to be entitled *Stacker*. But the biggest is the long-awaited *Killer Instinct 64* (working title). According to sources, *KI64* will NOT be a straight translation of the *KI 2* arcade game, but will include new features such as added characters and added moves. The backgrounds will all supposedly be in real-time 3D. Will the game fit in a 64 meg cartridge? Sources claim some unbelievable compression ratios, which would pack the hundreds-of-megabytes-worth of animation all into the tiny 64 megabit (8 megabyte) allotted cart size. But my view is just that – unbelievable. Though the court system might suppose the opposite, I am going to predict Nintendo guilty of exaggerating its animation compression routines until proven innocent. Then again, Nintendo has pulled some miracles out of its hat before. By the way, despite numerous rumours to the contrary, Nintendo continues to deny plans to bring *KI 2* to the Super NES, much like the original *KI1* conversion.



▲ *KI 2* for the SNES could be the 'surprise' of the show.



Acclaim's *Turok: The Dinosaur Hunter* is looking pretty cool!

[SEGA]

SATURN PRICE CUT FOR THE US, PLUS NIGHTS!

Sega's biggest weapon in the US 32-bit war has to be, no not Sonic, but good ol dollar $igns. Sega is said to be dropping the price of Saturn to $149 effective the first day of E3 (it currently stands at $249). In Japan Saturn is already down to the equivalent of US $199. (According to reports the lower price has led to Sega gaining a SIGNIFICANT current-sales lead over Sony in Japan.) But Japan's lower price is for the new white Saturn, which has been somewhat streamlined and has lost minor components such as a LED light. Will the supposed $199 US price be for the current Saturn or the white Saturn? Time and an E3 press conference will tell. For you guys in the Kingdom, it's only natural to assume your price is on the way down too. And if you're curious about how Sega is faring in the States, before the holidays Sony was outselling Sega by anywhere from 2-5 to 1, but due to a major dearth of any new PS games other than *Resident Evil* and the popularity of a few key Saturn titles such as *NightWarriors* and *Virtua Fighter 2*, Sega has seemed to regain some lost ground in the past few months.



▲ A new $149 price-point is rumoured for the Saturn at E3!



▲ Sonic Team's breathtaking Nights – Sega's mindblowing flagship title for E3. Or is it...?



On the software side, *SegaSonic* will be a big weapon, with two new games rumoured on E3 display featuring the famous blue hog: a 3D adventure game for Saturn, and a traditional 2D *Sonic 4* sequel for the Genesis. My ultimate dream is a *2D Sonic* for Saturn, but alas, everyone seems to hate 32-bit 2D, damnit. Also on the way from Sega for Saturn are *King of Fighters '95* (yes, including the data cartridge just like the J.import version), *Fighting Vipers*, and supposedly both *Virtua Fighter Kids* and *Sonic The Fighters*. With the Sega/SNK deal secure, *Samurai Shodown 3* and *Fatal Fury Real Bout* should also be naturals. The Japanese 3D sensation *Nights*, featuring 3D textures which look far superior to *Mario 64* judging by the initial screenshots, should also be on display.



[SONY]

○ PLAYSTATION WELCOMES *CRASH BANDICOOT*

As the initial aggressor in the price war, Sony is guaranteed to try and match any move Sega makes as closely as possible. In Japan, the comparison is this: a stripped down white Saturn for $199 with one controller and no game, vs. a dual-controller, free memory card (but also no game) PlayStation pack for $249. On the software side, Sony's biggee for the show will be *Crash Bandicoot*, a 3D game which supposedly packs the best graphic environment ever and features an all-new mascot character. Other games scheduled for PlayStation display at the big show include *Wipeout 2, Demolition Derby 2, Motor Toon 2, Warhawk 2, Tenka, F-1, Mickey Mania,* and *Jumping Flash 2.*



▲ Motor Toon GP2 was available to play at the recent ECTS. It's pretty funky by all accounts.



▲ As with the Motor Toon GP1, all the cars behave like rubber. Weird, but sort of fun.



▲ The Japanese import version of *Jumping Flash 2* is featured in the Hot New Games section.

[CAPCOM]

○ RESIDENT EVIL 2 & STREET FIGHTER ALPHA 2!

Capcom recently held a press conference in Japan to publicly announce a few key new consumer titles, including *Breath of Fire 3, Mega Man 8*, and *Mega Man X4*, all for PlayStation and Saturn. Also announced were plans for *Bio Hazard 2* (a.k.a. *Resident Evil 2*) for PlayStation. No word yet on whether the original *Bio Hazard* will surface for Saturn, much less the sequel. Finally Capcom disclosed the existence of the mysteriously-entitled *Super Street Fighter Zero* (*Alpha*) for the Super Famicom (Super NES). In the US, Capcom is hard at work on the action/RPG *Werewolf* and run-and-gun title *Major Damage* (which owes some of its inspiration to *Gunstar Heroes*, a good sign). Both are slated for 3rd Quarter '96 releases in the US.



[OTHER VIPs]

○ NAMCO. SNK. KONAMI. ACCLAIM. WILLIAMS

Here's a quick rundown of the rest of the majors: Namco should be readying the US PS versions of *Tekken 2* and *Ridge Racer Revolution* for fall releases, with Soul Edge before the end of the year...SNK is rumoured to be developing *King of Fighters '95, Fatal Fury Real Bout*, and *Samurai Shodown 3* for PlayStation, but their already-actualized relationship with Sega might impact the PS versions...Konami should have 32-bit versions of *Track & Field in Atlanta, Castlevania: The Bloodletting*, and *Speed King* (a 360-degree rotational, motion sickness-inducing Japanese arcade racing game) on E3 display...Acclaim should muscle in with home versions of *NBA Jam Extreme*, its new arcade game featuring 3D texture-mapped polygons instead of the traditional digitised characters from original Jam...Williams will probably have early versions of both *War Gods* and *NBA Hangtime*, its own *Jam* follow up...and Interplay's got *ReLoaded* raring to go for PlayStation. Cant wait! Well things are pretty tight-lipped among the US companies but this is the buzz at the moment, we'll probably be in for some surprises at the E3. (Would life in videogames be any fun without them?) See you in L.A., or if not, see you next month with a report from the show floor!

SLASHER QUAN



▲ We're told that Konami have big hopes for International Track & Field. Quite right too!



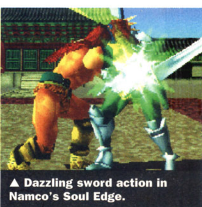
▲ All hail the War Gods, you weak pathetic fools! Grah-Hah!





▲ Can it be true? *Street Fighter Alpha* on the Super NES?





▲ Dazzling sword action in Namco's Soul Edge.

NEWS

SEGA ENTER ISLE OF MAN TT!

Following the success of the AM3 arcade racing game, Sega have paid out a six-figure sponsorship deal to create their own motorcycle team – with the intention of winning the Isle Of Man TT!
Team Sega Suzuki will enter two GSXR-750T bikes – capable of up to 170 mph – in the race, complete with customised Sega liveries. By all accounts, the team stands an extremely good chance of winning, with lead rider Jim Moodie already a four times winner of the Isle Of Man TT. Better still, the second bike, ridden by New Zealand international, Shaun Harris, will look identical to the bike from the actual *Manx TT* coin-op!
The Isle Of Man TT takes place between the 27th May and the 7th June. Sega will also be part-sponsoring two Team G-Shock Crescent Suzuki bikes in the British Superbike Championship, to be televised on BBC Grandstand until October 12/13.

SEGA TO USE MEMORY CARDS!

Sega Of Japan have announced they intend to use Toshiba miniature memory cards in their own products. Developed for use in items such as personal organisers and digital cameras, these extra-small cards measure in at 45mm by 37mm in size, and are only 0.7mm thick. What plans Sega have for the card has yet to be revealed. The most obvious suggestion would be as a back-up device for the Saturn, similar to the way the PlayStation memory cards operate. This could prove viable if, as has been suggested before, Sega produce an add-on to increase the Saturn's power for upcoming games such as *Fighting Vipers*. If the add-on were to plug into the current memory-cartridge port (as it logically would), a new slot would be needed for memory back-up. And the miniature memory card would prove practical and compact. On the other hand, perhaps it could be used in conjunction with a new hand-held system. More information as soon.



M2 DELAYED!

While UK Nintendo fans patiently await *any* news of an official N64 release date over here, 3DO owners have now been put on similar tenderhooks, with the news that the new M2 system is unlikely to arrive here until Autumn 1997. When Matsushita bought the M2 technology for $100 million in November, the machine was scheduled for launch in autumn of this year. Now though, it seems the system won't even appear in the US until spring next year. Matsushita claim that negotiations since the sale have taken so long, that software development has dropped behind schedule. As such, the machine is unlikely to be unveiled until E3 *next year!*. A broad-ranging selection of games are promised to accomapny the launch, as is the possibility of a new controller that's said to loosely resemble the N64 pad.



STUDIO 3DO HEAD FOR THE PC

With M2 seemingly put back for at least a year now, Studio 3DO – the 3DO Company's internal software development division – has turned its attention to the PC market, announcing a range of games they're currently developing for the machine.
Ten titles are promised for release this year, including original games and previous Studio 3DO hits, customised for the PC. An all-new golf game featuring British Open champion John Daly is the first for release, with a ten-event Decathlon sports game scheduled for summer. More familiar Studio 3DO titles – *Killing Time, BladeForce, Snow Job, Captain Quazar* and *BattleSport* are all to follow.
Also set for release is the Game Guru Game Enhancer. A device similar to the Action Replay, it allows you to enter codes to mess around with all manner of games, including *Dark Forces, Command & Conquer* and *Duke Nukem 3D*. Game Guru Game Enhancer, what a name!

PIPPIN ARTMARK



MO UNIT



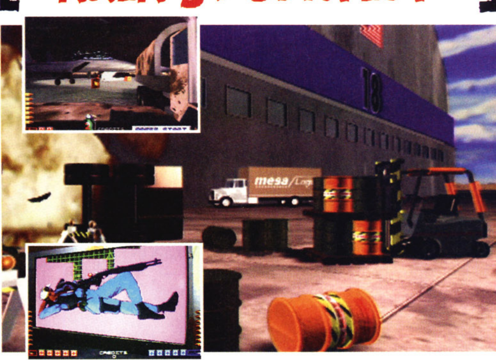


Bandai only expect to sell about 50 000 Pippins in 1996, and still make a profit.

Released this month is the Apple Macintosh/ Bandai console – the Pippin Artmark. It's being marketed as a powerful "communicator", as opposed to purely a games machine, and is priced accordingly at 64 000 Yen (approx £400). Sales of modem and CD-Roms in Japan are increasing all the time, and to this end Pippins – which are pre-ordered and then mailed to homes – come packed with connection to an on-line service named Franky on-line. Plus, of course, there's all the Bandai games – ie Gundam!!!

NEWS

AREA 51 CONTEST



Area 51, Time Warner Interactive's arcade gun game, is full of secrets. To prove this, TWI have started "Operation Shootout", a contest with a grand prize of a whole *Area 51* arcade machine! To enter, players have to find all 14 secret rooms in the game and list the location and sequence of events that unlocks each of them. You then have to put all that information plus your name, age, home phone number and address either on TWI's World Wide Web internet site (http://pathfinder.com/twi/area51) or send it by E-Mail (area51@agames.com), or by old-fashioned post (Attention: Area 51 Contest, 675 Sycamore Dr., CA 95035, USA). After the grand prize of the coin-op, there are 10 Area 51 T-shirts and dog tags; and 25 Limited edition pin badges. It's a world-wide competition, so get cracking!

Find all the secrets in Area 51, and win the coin-op!!!



A.D. VISION UK LAUNCH!

A.D. Vision UK, the new UK branch of the USA's fastest-growing Anime label, are releasing their first two Anime videos this month – Dragon Half and Gunsmith Cats. Dragon Half is described as "A satirical take on the popular 'sword-and-sorcery' genre of Anime...", featuring a half-human, half-dragon girl named Mink. It certainly sounds interesting, and will most definitely appeal to all the hard-core Anime fans looking for something a bit "different".

Gunsmith Cats is an all-action thriller from Kenichi Sonoda (a popular Japanese animator). It features two bounty hunters – Rally Vincent and Minnie-May Hopkins – who'll take on anyone, for good money.

To commemorate A.D. Vision UK's first releases, we've got five Gunsmith Cats Goo-shooters to give away! We've got first-hand experience of how good these guns are, as we've had some in the office for the last few weeks. They can fire up to 35 feet and start off with 120 goo shots, though ours are getting a bit low on ammo after shooting each other so much. To win yourself a gun, answer this question:

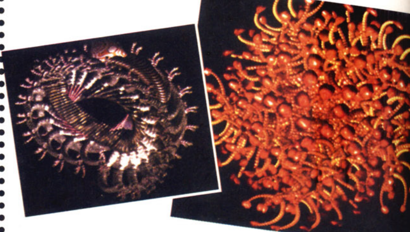
What would a cat be doing with Jacobson's Organ?

It's a tricky one, but the guns are good enough to warrant the research. Send your entries to:
A.D. Vision Competition,
CVG Magazine,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.
Both Dragon Half and Gunsmith Cats are 15 certificate, released on the 6th June, and priced £12.99.

MIND BLENDER!

Available now from Virgin Megastores is Blender, a CD-ROM magazine for PC and Macintosh. It covers all forms of entertainment – each issue includes reviews of the latest movies, videos and albums; features on celebrities; and anything else to do with entertainment. Where else can you hear and read a review of a film, then watch bits of it? It's jolly good fun and, as we said, it's available from Virgin Megastores.





MUTATOR! VIRTUAL SCULPTER

An exhibition of mindblowing computer art is being held at Harewood House, between 18 May to 7 July. Don't expect Gundam or Tekken though, as the artist in question is William Latham – billed as "one of the most innovative protagonists of the computer art generation". Latham creates 3D sculptures in cyberspace using genetic data, and bases his work on artificial life and man's manipulation of the natural world. The programmed Latham uses is called MUTATOR (cool name) which was co-developed with mathematician Stephen Todd, and took six years to research (1988-94)! To see the results for yourself, we recommend you pay Harewood House a visit. For more details, telephone Harewood House on: (0113) 288 6331

PAMELA ANDERSON

NEWS

"FAST FAST FAST

SO UP AND DOWN IT WILL MAKE YOU CAR SICK



BRILLIANT."

– C&VG 95%.















Welcome once again to another CVG, and the second all new, all hands on deck mailbag. Here's where to say what you want, or pester for the answers from us – the team, or any individual you wish to address directly. Starting this month, the sender of the star letter is awarded the software prize of his/ her choice. And you don't have to be nice! Let's here it.

Address your potentially eternal tomes to:

MAILBAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

By the way, there's still a prize going for anyone who can invent a happier name than "Mailbag" for this section!

CACK HANDED

Dear CVG,

I have got a few questions. Please answer them:

1. What game should I get next for my PS? I thought of *Alien Trilogy*, as I am a fan of all the films. What's your opinion?

2. I was looking at another mag in Smiths (UFG). I turned to the review on the great *Guardian Heroes* and saw 30%. Could this be a printing mistake? I think not, as the reviewer said: (a) It's too easy, (b) the graphics are like they have come off a C64, and (c) just don't buy it cos it's "well, cack really". How can this be? Can I sue them?

3. Should I sell my SNES to buy more games for my PlayStation?

4. Why is it that in *Doom* the guy punches with his left hand, and is shown to be reloading the shotgun with his left hand? This would mean he would be ambidextrous. Was the guy who invented Doom ambidextrous?

Thanks, and keep it up.

Philip Drakeley, Nantwich.

TEAM: ***1.*** *Don't ever go after a game just because of a great film license – you'll only get your fingers burned. However* Trilogy *is something of an amazing exception.*

2. *We rate games here, not the other mags' opinions. Anyway UFG is finished.*

3. *No way!* Super Mario RPG *is superb, and there's talk of Nintendo bringing one of the* Dragon Quest *games to the UK. Besides – excellent though it still is – your SNES would probably only fetch around £30 second-hand.*

4. *We'll ask John Romero*



COME OUT THE WAR IS OVER

Dear CVG,

Only one question this time: Is there going to be a *Tekken 2*?

John Gregson



TEAM: *...*





THIS GUY HATES SF ALPHA – AND HE'S BROUGHT HIS MATES!

Dear CVG,

Ever since *Street Fighter 2* appeared on the market I have been playing it. And, as new versions appeared, my devotion for this game increased. I think no other fighting game can be compared with *SF2*'s overwhelming fighting performance. Unfortunately this Christmas I found that a new version [*Street Fighter Alpha*] had been issued – the ultimate version included a great variety of techniques. I felt this game was not only far from the *SF* series, but that it was one of the worst games I've ever played. Then I purchased your magazine and found that you glorified it, describing *SFA* as the ultimate fighting game.

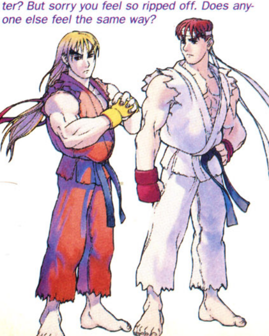
Now I would like to ask a question: Have you played it? Doesn't it look rather like a crap Japanese cartoon? If you compare *SFA*'s graphics and animations with the legendary SF2 saga you become aware of certain features which distinguish all versions – the graphics look like animated pictures. To finish I would like to say that I was deeply deceived by what I read in CVG issue 172. Street Fighter Alpha definitely does not maintain the fluidity that characterised the legendary saga from the beginning, and should not be included as part of them.

The following page shows how most of the boys in my class (all Sixth Form students) agree with me that this game is crap.

Dani Franc, Barcelona

▲ **Is this serious?**

TEAM: *First you ask "have we played"* Street Fighter Alpha, *then qualify your minority case by saying how you don't like the way the game looks. So, yes we have played the game Dani. We'd like to know, have you – or your 35 mates for that matter? But sorry you feel so ripped off. Does anyone else feel the same way?*





➲ **Diddy Kong is on a roll, in the brilliant sequel to DKC.**

MEANWHILE BACK IN REALITY

Dear CVG,

I am writing to finally end the arguments about what's better – the Saturn or the PlayStation. I own an Amiga 1200, and therefore I am not biased in any way. I have three mates: one who owns a Saturn, one a PS, and another a SNES. I've played various top-selling games for each system, and my favourite is clearly the SNES. Its games have a lot more lastability and it can still produce great graphics like *Donkey Kong*, *Mario RPG*, etc. From what I've seen, the Nintendo 64 will be light years ahead of the PS or Saturn. I nearly bought a lesser, 32-bit console but from what I can see Nintendo always come up tops. Perhaps patience always pays off. Just one last thing, are Sega making a 64-bit console?

David Crooks, Buckinghamshire

PAUL: *All I can say is that, recently, the games I've been playing at home have mostly been Super NES RPGs. Admittedly the reason* Final Fantasy III (VI) *is back in the slot is due to the FFVII frenzy. But your last comment seems to indicate that David Crooks will die with a fence wedged between his butt cheeks.*



BAG

RAH! RAH! NINTENDO! RAH!

Dear CVG,

Last month all your letters were about the PlayStation and the Saturn, but there's a new kid on the block and it squashes the competition into pulp (if you could call the PlayStation and Saturn competition). Yeah I'm talking about Nintendo's new dream machine the NU64. I'd like to see more letters on this instead of dumb idiots arguing about their crappy 32-bit heaps. They don't have the 64-bit power of Silicon Graphics with a unique 3D controller, offering a completely different gaming experience. So come on CVG: Nintendo's the future and will be for a long time, along with the M2. Why don't you say goodbye to all those impatient rivals with lots of money and no brains?

David Vicary, Manchester

PAUL: *Okay, no more letters about how much better NU64 is than the 32-bit systems until people can actually own one and have an opinion! Though I can tell you the experience is mind expanding...*



StarFox 64 ought to challenge the likes of Wing Commander IV.







DEATH TO FALSE METAL!

Dear CVG,

I bought your magazine again for the first time in ages and I like what I see (but it is expensive). Doubtless I'll be getting the next one for those *Dark Stalkers* features you promise.

Much more importantly, I noticed certain secret codewords scattered sparsley throughout issue 173. On page 7, in suitably Gothic font, you have the inscription "Metal Warriors". I shrugged this off, until I came to page 42, where we are treated to the exhortations to "Kill With Power", as well as "Die! Die". So, are you guys Manowar fans? If so, good. Keep it that way.

Hail and kill...

Kola Krauze, London

PAUL: *You missed the quote at the bottom of page 6, Kola. Call yourself a fan!*





Breathtaking Rocket Belt action as experienced in PilotWings 64.

CRAP! CRAP! CRAP!

Dear CVG,

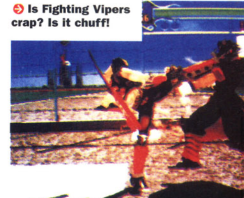
I cannot believe the crap I've just read in the April issue by Ed Fletcher. You point out three good games that would help sell the Saturn, then Fletcher and his chums start fretting about biased opinions.

Well Fletcher you're wrong when you say these three games won't sell the Saturn. I bought one just because of *Rally*, and have since bought *VF2*. I couldn't buy *Virtua Cop* because it had sold out.

You say there are no good games coming out for the Saturn. What?! You don't think *Panzer 2, Virtual On, Fighting Vipers, Manx TT, Ultimate MK3, Euro '96, Dark Saviour*, and *Virtua Cop 2* are going to be amazing? You then tell us these three games are following a trend. Well, *Virtua Fighter* started the 3D beat 'em up thing which has now been ripped off by *Toshinden* and *Tekken*. If you're so convinced about all the fab games you're going to be playing on your PS, what are you so upset about three games on another system for? Then you go on about NU64, and we'll just have to "wait and wonder" Eerr...what about??? I won't be buying one – I'm having too much fun with my Saturn.

Simon White, York

TEAM: *Yep. Next...*





Is Fighting Vipers crap? Is it chuff!





Is Virtual On crap? Nuts is it!!



STAR★LETTER

MY OTHER CONSOLE'S A DODGE VIPER

Dear CVG,

I own a PlayStation, Saturn, 3DO, Jaguar, 32X, Sega CD, NES, SNES, Game Boy and Game Gear. Soon I will own Nintendo 64 and M2. I found your magazine (3 issues so far) by accident and I am VERY IMPRESSED. Since I own these systems I look for magazines that are fair to ALL of them. In America I subscribe to 8 zines, and sometimes I pick up another five more. Out of all the magazines I get, your zine is definitely #1 (next to Game Players). I've checked out other zines from Europe and I haven't seen anything as good as yours. Anyone who thinks your zine is biased is wrong! I read many zines that ARE biased, so I should know! I'm always disappointed by those zines because how can you make a decision if you don't have all the information (or the right information). I am a PlayStation owner!! I know your magazine is not biased!! Some people are just upset that *Virtua Fighter 2* is the best in America, Japan, and Europe. I AM a *Tekken* and *Toshinden* FANatic (*Toshinden* is pretty shallow, but I love the look of it!) I have had *Tekken 2* and *Toshinden 2* on reservation BEFORE they were even in the arcade. I love those games just as much as I love *VF2*, but *VF2* is a MUCH BETTER GAME! I know from the American zines about bad ratings. EVERY ZINE has bad ratings!!! Even the ones I love the most. I would agree that *Daytona* was scored high (JUST LIKE ALL THE AMERICAN ZINES – IT DESERVED IT!!!) but if people are not going to buy a game unless it has a 90% rating or higher, then you had to give it at least 90%. It is an awesome game with great handling! If you took points away for flaws, *Tekken* would have been down a few – LOVE THAT FLICKER AND BREAK UP!!! Not one American zine mentioned the flaws in *Tekken* or *Toshinden*. But they mentioned the flaws in *Virtua Fighter*. I hope the rating situation in all zines (ESPECIALLY America) gets fixed. But I doubt it will. In America it won't happen because the reviewers THINK they know it all (they don't). Trashing other systems or games is pointless!! It doesn't stop people from buying or playing them. The frustration isn't worth it and the arguments never end!!! We can come up with more constructive thoughts that could help gamers, magazines, and even game companies!!! Please do not let others decide how you should do your zine. From what I've been reading, you guys KNOW the business! You're doing it right and biased people should not be allowed to interfere with the FAIREST, MOST RESPONSIBLE MAGAZINE I've ever read!!! SCREW THEM!!!

Harold H Thomas, Boston, MA

PAUL: *Sorry to all who hate congratulatory messages in mags, but Harold's is a stormer!*



MY COLLECTION ISN'T WORTH A MEGA CD 32X

Dear CVG,

I am writing to you because I am a bit stuck. I have a MegaDrive, Mega CD, and a 32X. I just noticed that there aren't many games out for the Mega CD 32X. I don't mean Mega CD, or 32X. I mean games which are for both like *Slam City*.

I just wondered whether you could write me a list of all the games out on it, or at least the ones I can get hold of.

Matthew Reid, Andover



TOM: *Sega were originally going to release new Mega-CD games that, when used through a MegaDrive 32X, were enhanced by the hardware – most notably with improved FMV. But in the end they never released them, so there aren't any official Mega-CD 32X games. Sorry.*



Game art for Slam City – one of the very few Mega CD 32X titles.

HELLO I'M DEAD STUPID

Dear CVG,

Hey you guys! This is the third version of my letter, because every time I finished one I noticed another April Fool in your magazine. I think you've got a system of three grades of difficulty going: Novice = Mortal Kombat, Advanced = Ridge Racer Revolution, and Proffessional = Vercom. I suppose dozens of halfwits and even retailers are trying to get hold of this 'link-up' machine. And Pedro – who would be gullible enough to believe such a character exists – especially with that dodgy moustache. And play Buggy Mode in RRR? Actually that looks like fun. Even though us sensibly-minded punters will regard April issues of CVG with a pinch of salt, the last one was of excellent quality – the Alpha coverage was superior (lots of Japanese SF artwork always gets me going). Keep it up!

Ja Mata Ne!

Alan Francois, The Gunsmith (Third Eye sees all)

CVG: *Maybe you should be having words with Dani Franc! Glad you liked the April Fools, it's the only time in the year where we get to talk the same kind of crap some other mags offer as bonafide editorial.*



Yeah, right! Like we really could draw this ourselves on a Mac!!!

FRUSTRATING

Dear CVG,

I'm so confused! I've given it some thought in buying a 3DO as I have been with Amiga for five years (sad, eh). I'm also buying the M2 when it's released. But this is where I'm confused: I've heard Matsushita are buying the M2 technology, and Panasonic aren't getting the 64-bit dream. Then I heard that Matsushita is the owner of Panasonic, so Panasonic are getting M2. Could you tell me which is right because I don't know where to get a Matsushita 3DO.

David Kerrick, Leeds

CVG: *Matsushita Electrical Industry (MEI) is Panasonic's parent company. Basically MEI is ENORMOUS, and many famous names associated with Consumer Electronics are divisions of that organisation. Seriously, MEI is involved with everything from JVC video recorders to National AA batteries!*

Studio 3DO's Doom-style demo for M2.

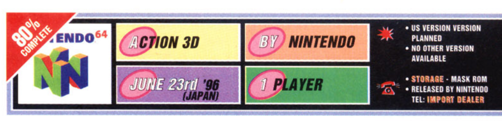


NEXT MONTH...

... will Mario kill Sonic? Can the PC destroy the console industry altogether? Should we all grow our hair and let love rule? We dunno, you tell us for a change!!!



Mirror, mirror – tell me I'm better than Sonic!



It's Mario, but not as we know him. And there's only a few weeks to wait until you can experience Nintendo's 64-bit wonder for yourself!

SUPER MARIO 64

Look at these screen-shots! Bet you're already considering that bank loan! Yes, it's approaching that point in video game history, folks – June 23rd: the launch of Nintendo 64 in Japan. Fans poised for their import machines (if any make it out of Japan) can expect to go broke in one fell swoop. Quite simply the N64 and *SM64* are set to become THE essential gaming partners this summer, and we expect that thousands of you are willing to trade socialising and the bank account for the privelege. They say the sun is bad for your skin anyway, right!

MESSING WITH YOUR HEAD

When *Super Mario 64* was first shown to the world, players in Japan discovered how it controlled for themselves. As CVG had a man over there at that time, we could report back and explain exactly what you were looking at on the page. This time Nintendo are being deliberatley tantalising. The two fistfuls of screen-shots supplied to the press, shown here, came supplied with minimum info. So what we are left with is essentially a bunch of extremely exciting images, and our imagination! But while nobody is any the wiser as to the structure of the game, there is now rumoured to be around 60 Worlds which require storage space in excess of 90 Meg – as opposed to the 64 Meg Nintendo originially planned!

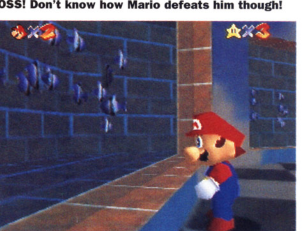
DEPARTURES

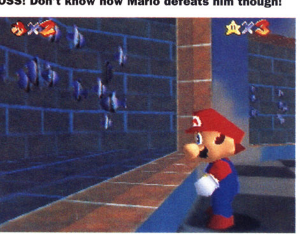
As expected, *Super Mario 64* has evolved into an exploration-oriented game. Nintendo are obviously keen to accentuate the N64's superior 3D processing power first and foremost, so the situations Mario finds himself in are TOTALLY different to ANYTHING players have experienced before. The character who defined platform games is now leading players in a new direction.



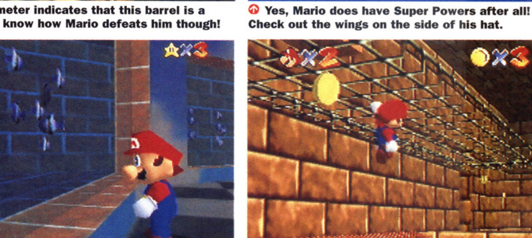
A power meter indicates that this barrel is a BOSS! Don't know how Mario defeats him though!

Yes, Mario does have Super Powers after all! Check out the wings on the side of his hat.





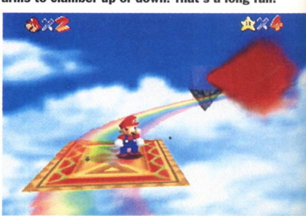
Bowser's aquarium, we think. Don't be surprised if Mario is allowed to swim around in there!



This pic demonstrates how Mario can use his arms to clamber up or down. That's a long fall!



Gnnh! Mario is almost crushed beneath this King of The Bomb Soldiers. Quick, before he blows!



A magic carpet provides transport between worlds. The red cloud is a HUGE fireball. Gulp.

ME AND MY SHADOW

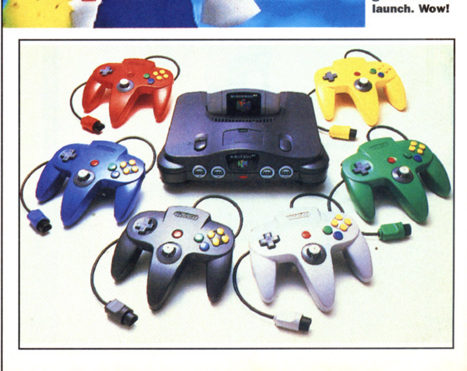
Promise of a totally submersive experience with N64 is exaggerated of course, but Nintendo aren't stretching the truth by much. Existing 2D Mario games are absolute hand-eye coordination marathons, where players are the spectator – objects above, below, and behind the central character are taken into account at a glance. *Mario 64* drops you right in there. It genuinely feels that you are undertaking the adventure with Mario; sharing the same space. When the plumber stops to look around, it's as though you are standing right behind him, peering over his shoulder. Even when Mario is dashing around at the opposite side of the room, or further down the field, the illusion is that you are in the same environment. That's where the magic lies with *SM64* – and that's before trying to make sense of the tasks ahead.



A Kuribo (Goomba) and Noko-Noko (Koopa) attack the intrepid plumber in formation! Help!

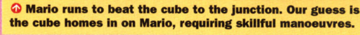
In Japan this towering creature is called Sanbo, but we know him better as Pokey. How can Mario get by without Yoshi's help?

What's your favourite colour, baby? The full range of coloured controllers, hopefully to go on sale at launch. Wow!

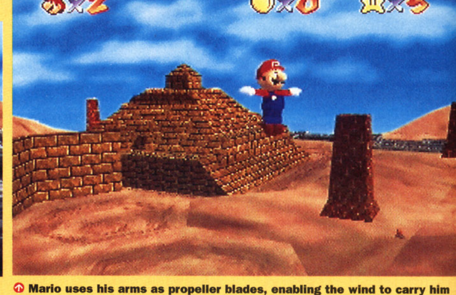


THE PYRAMIDS





Mario runs to beat the cube to the junction. Our guess is the cube homes in on Mario, requiring skillful manoeuvres.



Mario uses his arms as propeller blades, enabling the wind to carry him over the dunes. Below him is an ants nest, which he must avoid.

SNOWY MOUNTAIN



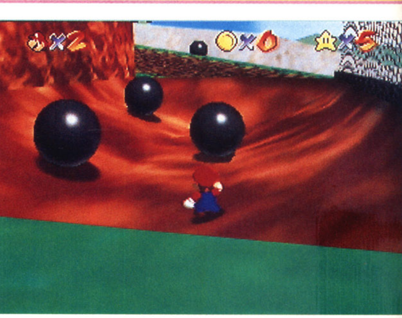
Mario chases a snowball down a slope, collecting the coins as he goes. Our guess is that the ball uncovers them all.



Gulp! How did Mario get all the way up here? Maybe that lift is the clue?



Yep! This is Mario, a while earlier – taking a ride up to the summit by lift.



These iron balls roll left and right, posing a tricky obstacle for Mario to run through.

What's this! Could there be an item that transforms Super Mario into a T1000? Wow!





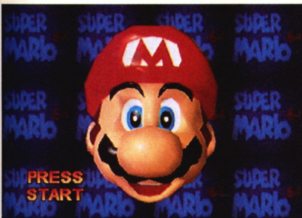
Check out the size of BowWow – how is Mario going to get past those huge snapping jaws?



A reminder of how Bowser's castle looks on the inside. The flames are perfectly translucent.



The treacherous route to Bowser's front door. Mario pauses to consider his chances against the Thwomps. Remember, you can look all around when using this close up viewpoint.

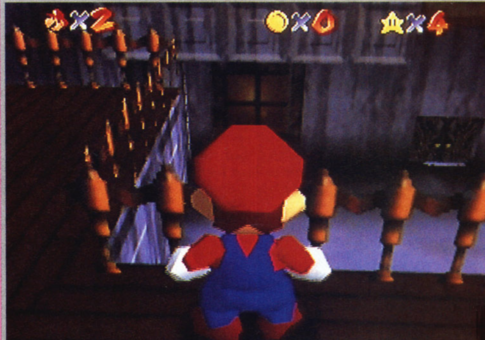


GHOST HOUSE

Now, the trick here is to retrieve the key from inside of this BIG Boo. There looks to be nothing to throw at him.

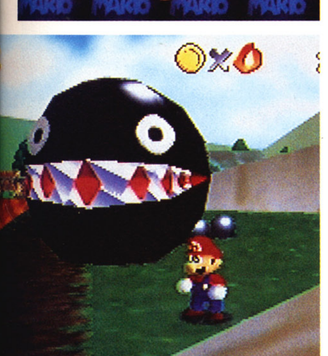


Imagine running Mario up and down the stairs of the Haunted Mansion! By peering over the banister, Mario can see a door – but how to get down?





No comedy, 2D cut screen here of Mario outside a ghost house. Now players can feel the full terror of staring into rows of spooky, backlit portals!



THE GAME THAT WILL TRULY SAY SUPER MARIO

Like we said, these pictures were released by Nintendo as teasers. Nobody knows the full details of what to expect from the finished game. How many abilities he will have, the number of Worlds, or breakdown of stages. But we're hoping to see a 64-bit version of the infamous Star Road, and with it the kinds of secret routes and bonus screens which made *Super Mario World* so complete. What's totally blowing our minds at the moment is how secrets could be located at any point, and possibly accessed from any direction. Unlike Nights, which still runs on rails to some degree, SM64 is total freedom. Hopefully you now have a better idea of what to expect – not just from SM64, but N64 as an exciting new prospect in general. Shigeru Miyamoto, the creator of Mario, once said that he wished to capture the feel of genuine discovery in his games. That you could walk into an apparently insignificant cave on a hill-side and emerge in a totally different world. Super Mario 64 is perfectly set up to finally realise that vision. But until you've ran, jumped, climbed, and swam with Mario, you really cannot know. It is that different.

SUPER MARIO 64

LOTS MORE NEXT MONTH!



It's part nostalgia, but mostly unmistakable magic which has kept *Pilot Wings* near the top of SNES players' All-Time Greats list. When you recall exactly what is so marvellous about that game, it isn't down to specific graphic touches and definitely not great music. Rather the whole experience, and everything that supports it, is the key. Everyone anticipating *Pilot Wings 64* is holding out for the adventure of taking to the skies and feeling that new 64-bit sensation. We expect that N64 will realise this dream, simply because of all the evidence here...



When *Pilot Wings* first aired on the Super NES, it revolutionised the way we thought about console games. Likewise *PW64* WILL send your head spinning!

Pilot Wings 64

Nintendo

WELCOME TO LITTLE AMERICA

After what has certainly been too long a wait, Nintendo finally provided us with these tantalising shots of the minuted States. Many of the country's landmarks are included, as you can see. What cannot be gained from looking is the promised sensation of being buffeted about by the wind, plus the cool atmospheric sounds guaranteed to accompany the amazing visuals.



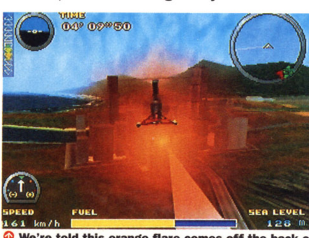
Admire the beauty of this Hang Gliding scene, but also notice that scanner in the top-right corner. Hmm?



Rocket Belt – Enables pilots to explore the tiniest of details, such as this village Merry-Go-Round.



Hey look, it's Mount Rushmario! Ignore the gag, just appreciate the detail. WOW!



We're told this orange flare comes off the back of a missile. Rescue missions again? Let's hope so!

YOUR PILOT SPEAKING

The screen-shots you see here were recently released to the Japanese press. Supporting information was scarce, however, so we thought it best to run this interview with New Market Developer for Paradigm: Matthew Shannon Yarborough. He explains what is on show, plus he gives an exciting insight into what else we can expect when the game is released.

CVG: When did work begin on *Pilot Wings* 64?

MY: We started building *Pilot Wings* in July, but we had been working on the Nintendo Hardware (and software immolation) for about a year prior to that. Actually we were the first 3rd party developer on the hardware.

CVG: Did Nintendo approach Paradigm specifically to produce *PW64*?

MY: No, there were several ideas being tossed around when Nintendo approached us. We still even have a few of those early ideas in demo form. We kept seeing the rumours about us working on *PW64* in the magazines, but we were very surprised and honoured that Nintendo would want to work with us on one of their most successful licenses.

CVG: Could you explain how *Pilot Wings* benefits from being designed for a 64-bit system – how would it differ on a 32-bit platform?

MY: Easy: The game, in its present form, could not be released on any other platform on the market. The N64 is a truly amazing box, it allows us complete freedom to build what we want. At Paradigm we pride ourselves on our rich, beautiful landscapes. Without the N64's mip-mapping or anti-aliasing the game would be much less breathtaking and realistic.

CVG: How much does *PW64* benefit from Paradigm's simulation technology? Are the vehicles authentic or make believe?

MY: We think we create living, breathing worlds, from the way light plays off a passing car to the way wind affects a glider. We understand to really be able to put someone in an environment, to suspend their disbelief, is the real goal. The motion models in the game are reality based. We tried to strike a fine balance between giving the experienced gamer a realistic experience, but won't make it so exact that there was a huge learning curve just to take off.

CVG: How many varieties of transportation are there? Can we expect to see more than in the original PW game?

MY: Right now there are three: hang glider, rocket pack, and a one-man roto-copter. There are plans for another type of flying experience. It will be a surprise.

CVG: What tasks will players be asked to perform?

MY: The gameplay is very similar to the first *Pilot Wings*. There will be several courses with obstacles, bonuses, waypoints, etc for the player to navigate. Although I think that first of all players will spend most of their time searching around the terrain, enjoying the views, looking for hidden areas, bonus levels, cool special effects, and other 'Easter Eggs'.

CVG: Who has been responsible for the appearance of the game?

MY: We handled all the terrain, vehicles, and special effects. Nintendo gave us the artwork for the characters and we animated them into the surrounding world.

CVG: What level of detail can we expect to see in the game?

MY: We have created a very realistic world, from waves crashing on the beaches to animated waterfalls, to cars and other vehicles moving, to the four different types of wind that will effect your craft. I think you will find the level of detail to be incredibly rich.

CVG: Who at Nintendo has been closely involved with this project?

MY: Well... Mr [Shigeru] Miyamoto provided the idea and inspiration. He worked with us closely at the beginning, and Mr Wada (our Director) took over and is the driving force from NCL on the game. Darrin Smith of NOA has also be a tremendous help to *Pilot Wings* and Paradigm.

CVG: Who is taking care of sound effects – do you have a tool for that?

MY: Our team is integrating all of the sound effects and music. The creation of the sound and music has been a collaborative effort. As far as tools go, we have built a product called UltraVision, which we will be taking to the market this year. It consists of off-line tools on the SGI platform and a runtime environment for the N64 and PC platforms. We have used it exclusively for our game and hope to provide it to other developers to help them develop the best games for N64. It has everything from animation tools, to level builders, to sound tools. Developing tools is Paradigm's core business, and we have leveraged of our High End Visual Simulation tools VEGA, and AudioWorks2.

CVG: What especially impressed you with the N64?

MY: I can't go into actual specs unfortunately. Suffice to say that we were very happy with the technology. We have been able to do things with textures that Nintendo and SGI were able to bring this machine to the public at such a low price point, we have guys here that have been in High End image generation for decades who can't believe it.

CVG: Do you see N64 moving away from traditional gaming environments?

MY: You would have to ask Nintendo, but I do think it has many untapped potential uses. Nintendo is an incredibly forward thinking group. I am sure they have quite a few things up their sleeves.



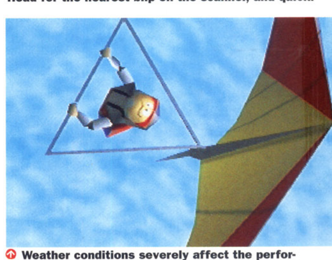
The Manhattan skyline, represented in rock-solid 3D. No pop-up, clipping, or any such glitches.



A spectacular view of the Statue of Liberty. We're surprised they didn't turn her into Princess Toadstool!



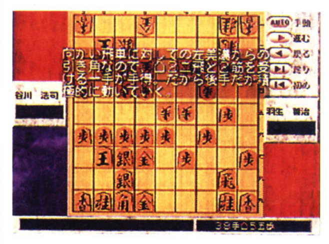
His fuel is low, and there's no sign of civilisation. Head for the nearest blip on the scanner, and quick!



Weather conditions severely affect the performance in *PW64*. Looks like this guy just hit a thermal!

DREAM OF FLYING

Small wonder that *Pilot Wings 64* has been chosen as one of the N64 launch games in Japan. Guaranteed, come June 23rd, CVG will be one of the first in line to take to take our first 64-bit flying lessons! Hopefully a fully playable version will be available at E3, so Paul can bring back a full reconnaissance report!





SAIKYO HABU SHOGI

Stop pulling that horrible face! Maybe a Japanese 'table game' isn't how you'd imagine an N64 showcase to behave. But, Saikyo Habu Shogi is extremely impressive.

When EMAP Images' native Japanese employee says a game is obscure, you understand there's cause for concern. Consequently we cannot tell you a great deal about Shogi history – which is probably a relief for most people. Shogi is a more complex board game than chess, and the N64 has proven itself capable of processing moves five times faster than any other computer. This is impressive in itself. However to make their game even more superior, Seta employed the talents of "the king of computer Shogi", Shinichiro Kanezawa. And on top of that, the most popular Shogi player of Japan – Yoshiharu Habu. Ahem.

I GOT ALGORITHM

Of the three N64 games available at launch, Seta's Shogi game stands as irrefutable proof of the systems incredible processing power. But it helps that Shinichiro Kanezawa's genius is such that he can create incredibly neat 'thinking' algorithms, and have them imitate a number of famous Shogi players. Of course the best player of all to imitate is our new friend Habu...



ISN'T HE LOVELY

So what's the big deal with this guy Habu? Well, he's apparently very popular with certain Japanese. Especially – or so we are told –the women. They think he's cute. More importantly, Habu became the Shogi World Champion in February this year. By working alongside Mr Kanezawa, Habu has made Shogi accessible to a much larger audience than ever before.



MAMAS AND PAPAS

Okay, so this game is definitely one for most Westerners to file under 'Nope'. But we didn't think you'd forgive us for skimping on N64 launch software. Plus you now have something interesting to tell your mates. *Saikyo Habu Shogi* ought to appeal to every Japanese who falls under Nintendo's 'Family Computer' umbrella. Mums and Dads included. The game is certainly more worthwhile than the numerous Pachinko games which appeared with the PlayStation at its launch. So there you have it. We think it's cool.



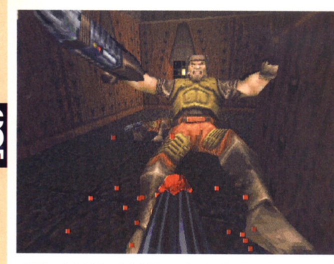
▲ Thanks to N64's solid 3D hardware, the game is represented super sharp and perfectly clear. So no eyestrain. Plus the speed of the game ensures frustration free tournaments against quick-thinking CPU opponents.



YOU WILL LEARN TO UNDERSTAND!

Just in case Nintendo decide Shogi deserves world recognition, and an English language game is released in the West, rest assured there are numerous ways to ease yourself into its philosophy. In the Experimental Room, Habu gives instruction for over 600 moves. From here you can make your own notebook, which is no doubt stored on a memory card. The difficulty of Shogi is dictated by something called Thume: Three-hand Thume is easy, 15-hand is tough. Like we say, don't worry if this makes no sense at all, because Habu and his fellow professionals are always at hand to talk players through any difficulty.





85% COMPLETE

PC CD ROM

SHOOTING | BY ID
SEPT RELEASE | 1-16 PLAYERS

• NO OTHER VERSIONS AVAILABLE
• SATURN, PS, N64 VERSIONS PLANNED
• STORAGE UNKNOWN
• RELEASED BY - GT
TEL: 0171 258 3791

At ECTS, a few of us here met up with Jay Wilbur and Mike Wilson from id Software. And we totally trashed them in a *Quake* deathmatch! Well, we got a few frags on Mike.

QUAKE



Alright, alright, we admit it. We don't have Shareware *Quake* for you this month. Its not our fault! It's those perfectionists at id! Always fiddling and refining. They just won't stop 'till the game's absolutely brilliant! Anyway, to tide you over until the Shareware release next month (touch wood), here's the full low down on the current Deathmatch pre-Alpha test, as well as some exclusive info on what to expect from the finished version. Happy now?







TEST 1

A small, neatly constructed Medieval level ideal for two to four players. You can obtain the double barrel shotgun, nail gun and grenade launcher on this stage, as well as two suits of armour. Look for an obvious secret door that leads to a ledge containing an extra 100% health, but beware the loud clanking sound the door makes when opening – thus announcing your location to every other player on the level! The sound of the grinding grates leading to the teleporter, or the sound of a player actually teleporting, also relay crucial information about your opponent's location.





▲ At the top, you can see a poor player being blown to bits from the touchplate required to reach the gold armour. The bottom left picture shows how it's possible to shoot people through floor beams.

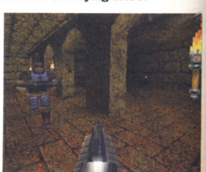


▲ This player stands out a bit too much. If you want good camouflage, try using "COLOR 1 3".





▲ Mind the flying torso!







TEST 2

Aptly named 'the Dungeon' this second Test Map is set in a dank, dark labyrinth of claustrophobic stone corridors and vast open halls. It's bigger than Test1, ideally suiting three to six players, and contains many more occurances of the fear-some lava! Aside from the usual gun action (which includes the introduction of the Rocket Launcher) players can use switches to initiate crushing walls in certain rooms, or to retract the main hall's floor, thus plunging any unfortunately positioned players into a lake of bubbling magma! Or you could use another switch to crush an opponent hiding in a side room waiting to ambush you. What joy!





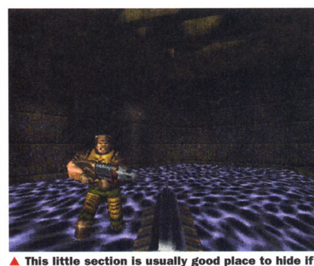


▲There, on the ledge! ▲ Blam! Down he goes!





▲ There are lots of lava pits in the dungeon sections. Force someone into one of them to minus one of their kills. Mouse aiming is very useful around here, because of all the stairs and ledges.



▲ This little section is usually good place to hide if you need a breather. Trouble is, if someone follows you, you're stuck in a dead end! Notice the way that the water covers the players' ankles!

TEST 3

Test3 is the largest and most elaborate of the three test levels, featuring as it does a compact crate-filled maze, a spiralling stair case that leads to a valuable suit of red armour, and a mind-bending underwater section. It is supposed to be an example of *Quake*'s 'Military Base' setting, and due to its size it is only really suitable for four or more players. Still, there are plenty of bonuses and weapons to collect (including the all-powerful Chain Nail Gun), and if you can find the hardware, this is definitely the best deathmatch level to play on.







▲ Dodge the pellets...



▲ And return fire!

▲ It's a race to the top... ▲ Almost got him...





▲ He's getting away... ▲ Boom! I win!



▲ Drop some grenades.



▲ The chain nail gun!

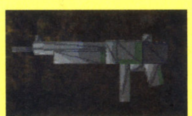
TAKE AIM



LONG BARREL SHOTGUN
A long range weapon with a decent reload rate, though its noticeable lack of power makes it a poor choice for heavy fire fights.



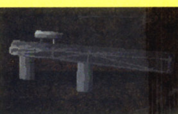
DOUBLE BARREL SHOTGUN
This baby packs a mean punch at close range, downing an unarmed opponent in just two shots. A true 'craftsman's' tool.



NAIL GUN
Rapidly firing copious nails of the nine inch variety, this gun is great for messy players who can't be bothered with boring things like aiming.



CHAIN NAIL GUN
Similar to the nail gun only twice as powerful, and twice as rapid. Thus shredding its target in a quarter of the time! Ouch!



GRENADE LAUNCHER - Lobs bouncing grenades that rico-chet of walls and explode on contact with any other crea-tures. Fun for all the family.



ROCKET LAUNCHER - Using the same ammo supply as the Grenade Launcher, this weapon fires deadly rockets straight at its target.

MONSTER UPDATE



SOLDIER
Your bog-standard cannon fodder enemy. He looks slightly different to the standard player in the Shareware release, with scars and new clothes.



FISH
Obviously, these only appear in water, where they have the edge over you in terms of mobility. Watch out, they bite!



OGRE
His chainsaw now makes a cool revving noise, and he throws explosive cubes with unnerving accuracy! In the version we saw he had trouble lobbing them up stairs.

SHAMBLER
This leather-skinned behemoth is tough as old boots, attacking with both his giant claws and deadly lightening bolts. He now fires them right through you!



DEMON
A bit like the Demon in Doom, only meaner. Don't get caught under one of his frenzied leaps, or he'll envelope you, causing over 70 points of damage



DRAGON
A flying Cyberdemon equivalent! Now you're in trouble! You'll need heavy firepower to down this mega beast!



SHALRATH
A nasty piece of work and no mistake. Looks more like a wizard than the wizard does! Nice shading though.

KNIGHT
He sounds a lot cooler now. Looks much the same though. Watch for his new sword swing animation.



NEW MONSTERS REVEALED!

From speaking directly to id we can also reveal that there will be several other monsters included in the final release of Quake. These will include DOGS – not animated in the version we played). ZOMBIES – Resident Evil style un-dead who hurl chunks of their rotting flesh at you, and require a direct hit with either the rocket or grenade launcher to put them down for good. SERPENTS – smaller versions of the dragon. And the horrific VOMITUS – a tenticled blob with a big appetite! There will also be some kind of end of episode BOSS, though details are vague at the moment.



WIZARD
The wizard builds up huge plasma charges before firing them at you with worrying rapidity. He drops like a slug when killed though!

TAR BABY
These slime puddles squelch around on the dungeon floor and walls, ready to leap out on any unsuspecting adventurers. Remember to check those ceilings!

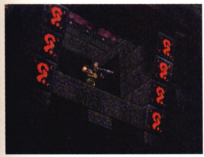






COOL STUFF!

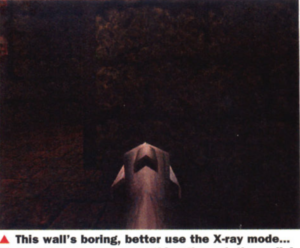
As you may already know, one of the greatest things about *Quake* is the flexibility of the game engine. id have designed *Quake* so it can be easily customised or altered in just about any way imaginable. This has lead to a load of user-designed patches posted on the internet over the past few months – including the Terminator and Boba Fett player textures we showed last issue. By far the coolest patch additions so far are the range of config file scripts that allows the player to access a variety of new gameplay features at the press of a button! How does the likes of Sniper Mode or X-Ray vision grab you? Or what about an isometric map that reveals the location of both the other players AND the monsters on the level? Check out these shots...



▲ There's your opponent, up on the ledge. It's hard to hit him from here unless you use...

▲ ...Sniper Mode! The view zooms in close, making it much easier to aim accurately!





▲ This wall's boring, better use the X-ray mode...
▼ Aha! You can see everything through the walls!



WE'VE PLAYED SHAREWARE QUAKE!

Yes its true. In the luxury GT suite at last month's ECTS, CVG enjoyed a few sodas with id supremo Jay Wilbur and got down to some serious *Quake* testing. *Quake* will adopt a similar structure to *Doom*, with the final version comprising three episodes each containing up to nine levels each, plus special deathmatch levels (the Shareware version will include the entire first episode). The actual game mechanics (movement, aiming,etc.) remain much the same as they are in the Deathmatch test, but the code has been optimised so it now runs a lot faster. Despite this, the target specs have changed from a DX266 to a low end Pentium, with the Saturn and PlayStation conversions arriving a couple of months after the initial PC release. The version we saw featured all-new levels and textures, new sounds, new monsters (see opposite page!), new gameplay features (you can now drown underwater!) and the promise of three new weapons, including the ability to smack enemies with the butt of your gun when your ammo runs out!



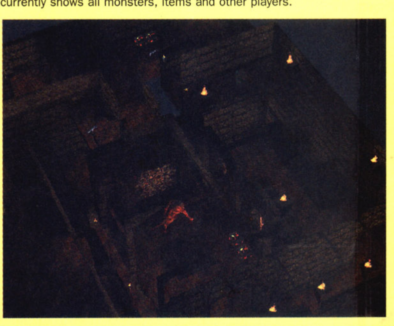
▲ Killing players as they run sends them flying!





THE BEST MAP EVER!

Code available on the internet allows players to use this incredible map, and id Software say that the final version will be similar. It currently shows all monsters, items and other players.



NEXT MONTH: SPOOGE TIME!
Next month we really should have the shareware version of *Quake*. Er, fingers crossed. And its going to be massive – no matter what platform you own. So make sure get the next issue. OK!









Sport. It's just too much like hard work. In the future, the only exercise we'll get is by tapping two buttons on a joypad. Very fast!

70% COMPLETE

SEGA SATURN

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- SATURN VERSION PLANNED
- 12 YEAR OLD COIN-OP VERSION AVAILABLE
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TRACK AND FIELD

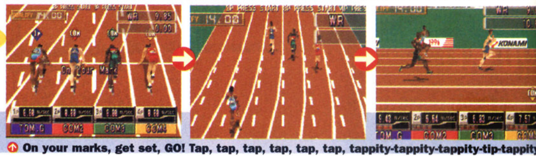
Since last month, progress on Konami's state-of-the-art revamp of their legendary *Track And Field* coin-op has come on leaps and bounds. Literally. All-new events such as the high jump, long jump, triple jump and hurdles are all present in the latest version we've played. And playing it is something we've been doing quite a bit of. The subject of the game, together with the simple rapid-tapping gameplay might not seem like the hottest material for a PlayStation game, but take our word for it, *Track And Field* is turning into one of the most addictive multi-player games around. Again!






100m DASH

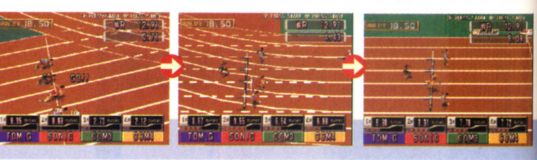
Anyone who sneers at the button-tapping nature of *Track And Field*, should first experience the 100m dash. There's no better way to simulate a frantic race, than by desperately hitting the buttons as you sprint for the finish line.



On your marks, get set, GO! Tap, tap, tap, tap, tap, tap, tappity-tappity-tappity-tip-tappity...

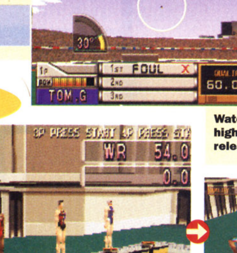
110 m HURDLES

Just when you'd got to grips with this rythmic button-tapping lark, a new hurdle gets in your way. And another. And another. Now you have to hit a jump button at the right time as well!



THROWING GAMES

Although the method of performing these events is similar, each requires a different technique for success.



HAMMER



As your thrower begins to spin, start tapping your rythmn buttons fast to raise the power. Easy enough, but you have to keep the power up!

Watch the arrow as the it spins higher and higher. After three spins release – in the right direction!



SWIMMING



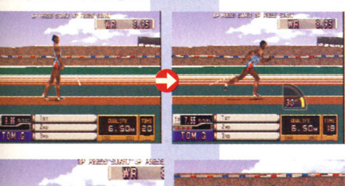
Bizarrely, the only event in *Track And Field* to star women (so far). Similar in technique to the 100m, except you have to tumble-turn halfway. Super-human stamina is required though, to keep up the tapping for two whole lengths!



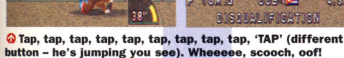

Sploosh! Tap, tap, tap, tap, tap, tap, tap, tap, tap,

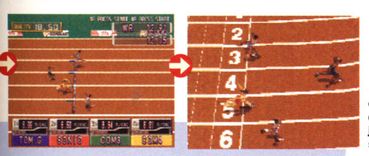
LONG JUMP

Just remember to hit JUMP before running past the line. Not too much before though, or like Tom C you'll just end up sitting on the runway.




Tap, tap, tap, tap, tap, tap, tap, tap, tap, 'TAP' (different button – he's jumping you see). Wheeeee, scooch, oof!

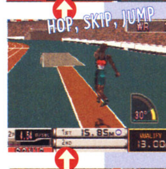


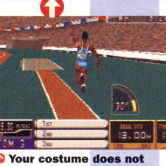



TRIPLE JUMP

Same as the long jump, but with three rythmic little skips during the run up.





Your costume does not change during the run-up, nor do you sit -down before jumping. This is merely a bad sequence.

HIGH JUMP

Timing the jump correctly is essential. Setting the bar height is important too. Too low and you miss getting a good record.

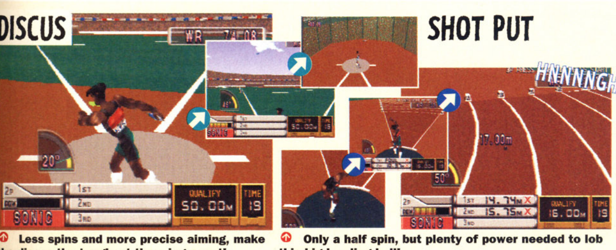






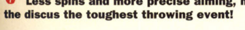
DISCUS

SHOT PUT



Less spins and more precise aiming, make the discus the toughest throwing event!

Only a half spin, but plenty of power needed to lob this big bowling ball!

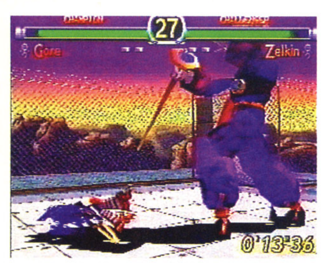



NEXT MONTH... THE BIG EVENT

The final two events, Pole Vault and Javelin, plus the secret event (diving, we suspect) are being fine-tuned as we write. So expect a full review!









STAR GLADIATOR

A stellar new beat 'em up born of the same minds that brought you the World Warriors in the *Street Fighter* series – Capcom!

Until recently, Capcom maintained that they would keep to their sprite-based formula for fighting games until they could wield a 3D engine with the same finesse. *Star Gladiator* is proof that they gave reached that crucial mile stone, and is a major improvement over Takara's *Toshinden 2* – a game which Capcom licensed for the arcades while they had their baby under wraps in some secret R&D lab. Now all eyes are on *Star Gladiator*, and more importantly, its significance with regards to future Capcom 3D games...

NEW HUNTING GROUND

What *Star Gladiator* helps us realise first and foremost is just how Capcom approach this hitherto virgin territory for them. Immediately apparent is that the character design is unlike anything we've seen from them before – not even in their craziest *Mega Man* or *Ghouls and Ghosts* moments. Instead of Japanese schoolgirls we have Raptors. Indian Yoga practitioners are replaced by robots. Like Namco's visually spectacular *Soul Edge*, *Gladiator* is a weapons based fight scenario. Characters brandish such tools as axes, spears, and daggers – all of which produce similar traces and flares as those in the Namco game. Occasionally though, fighters resort to standard kicks and punches. It is not yet certain how any of these moves are executed – though it appears to borrow from all areas of the beat 'em up field. Capcom's first fighter to completely abandon the six-button/ joystick initiated techniques? Don't bet on it.



INVADING YOUR HOME

In case you hadn't already guessed, *Star Gladiator*'s System 11 architecture means that a near perfect home version is possible for PlayStation. Hence the game's appearance at the 1996 PlayStation Expo in Japan. Now that's an awful lot of people who are suddenly wearing big happy smiles on their faces... Bet you can't wait! More news as soon as we get it.

STREET FIGHTER 3 COMING SOON?

Just to recap on the rumours, *Street Fighter 3* is going to be 3D. Its release date is dependent on Capcom's satisfaction with the look of the characters as much as anything else – when Ryu steps out into that light-sourced, texture mapped, real-time polygon arena for the first time we at least want to recognise him, right? Which also leads us to believe that *SF3* isn't likely to use System 11. Now Sega's Model 3 on the other hand...







THE HARDER THEY FALL

At certain points during a battle, some Gladiators morph into some other fantastic shape. In some cases this means enlarging themselves to such a degree that the floating cam is forced to pull right back to take them into account! Speaking of dramatic camera angles, there are many extreme viewpoints employed in SG, with close-ups playing a major role whenever a character pulls off an especially impressive pyro display!

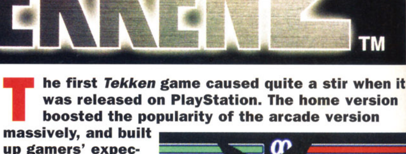


Zelkin, the character on the right, uses wings to dive-bomb his opponents. Gamof – the squat robot fighter – cleaves his foes with that huge axe slung over his shoulder.



PlayStation
TEKKEN 2
The amazing home version of TEKKEN 2!
COMING SOON

The second Rave War is about to begin! Get your Iron Fists out and start fighting!



P.Jack stands like this, grunts, and flies straight up!

The first *Tekken* game caused quite a stir when it was released on PlayStation. The home version boosted the popularity of the arcade version massively, and built up gamers' expectations of the sequel. And so it came, and it was good! A massive band of players emerged, memorising complicated sequences of moves and discovering every hidden feature of the arcade game. EVERY one of these players is going to be after the PlayStation version – one of the closest home versions of an arcade game ever!

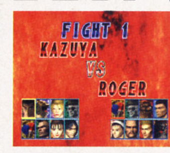


LOADS OF MODES!



ARCADE MODE

This is the regular mode found in the Arcade, of all places! Compete against the computer opponents in order, or challenge a friend to a load of fights.





VERSUS MODE

Specifically for two-player fights. The special character select screen shows all available fighters at once, and players don't need to continue between fights.



TEAM BATTLE MODE

All of the top fighting games these days include a Team Battle mode of some sort, and *Tekken 2*'s is excellent. Players can pick up to eight characters for their team – each with just one energy bar – and they fight out in order until one team is left standing. This is a great way to prove that you are a master of all the characters!



WHAT AN ENTRANCE!

The intro surely is one of the greatest EVER in a video game! It shows Heihachi climbing up a rain-soaked cliff to get revenge on his son, before all of the other characters are displayed in a movie-quality sequence. It's excellent for getting you in the mood for some *Tekken*-ing!









TIME ATTACK MODE

One of the interesting features of *Tekken 2* is this Time Attack mode which records how long it takes players to fight their way through the whole game. The problem is that it shows how easy it is to finish quickly – it's fairly easy to get through everyone in under 4 minutes!



SURVIVAL MODE

Survival Mode is a real challenge! Fighters must compete against all characters with only one energy bar! Once each opponent has been beaten, a small amount of life is recovered and another piece of fruit is added to the collection. Once all 25 fighters are beaten, the sequence restarts.











PRACTICE MODE

Tekken 2's practice mode is one of the most comprehensive ever seen! It enables players to perfect each character's 10-hit combos, as well as practice all of the other moves. A counter in the corner keeps a record of how many hits, how much damage and whether the attack was unblockable or not. Also, explosions flash up to tell you at what level the attack hits – High, Mid, or Low. Slow motion replays can be called upon at any time during practice, or can be set to appear after certain combos are performed!



Bring up the button combination for a ten hit combo...



Learn the sequence and get the timing perfect...



The lights flash to let you know that you've got it just right!

THOUGHT BUBBLES

Leaving characters alone for 20 seconds in practice mode makes thought bubbles appear above their heads. They each think of something different – Paul thinks of the keys to his bike, Wang thinks of an aubergine, and so on.

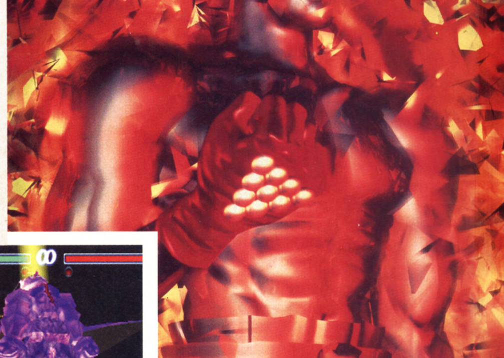

Jun's thinking of sweets. So am I.


Paul's thinking of his keys. I'm not.


Roger's thinking of a green thing.


Hooray! It's a Pac-Man ghost!


This move doesn't just look like a Dragon Punch – it's performed the same way!











LOADS OF FIGHTERS!

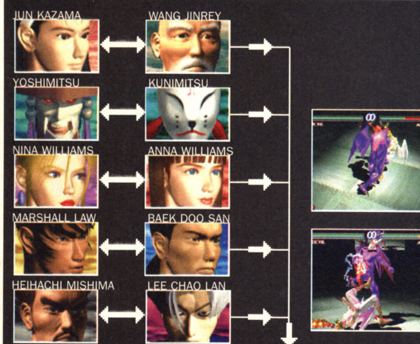
25

Naturally, the PlayStation version of *Tekken 2* features all of the characters from the *Ver. B* coin-op. To begin with, there are ten available, each with their own personal boss. Once the game has been completed with a character, their boss is added to the player select screen! Other characters available are KAZUYA – collected by finishing the game as any boss; DEVIL and ANGEL – collected by finishing as Kazuya; and ROGER and ALEX – collected by getting a "Great!" victory on the third fighter through the tournament. Roger or Alex will appear as the fourth fighter, and they will be added to your collection when you complete the game!

VS BATTLE SELECT
JUN 00 – 00 LEI
DRAW 00

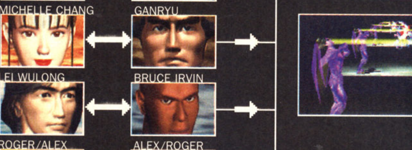
TEKKEN 2 ROUTE MAP

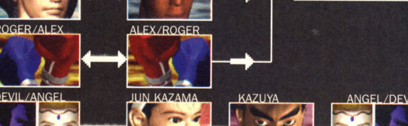
CHARACTER | BOSS



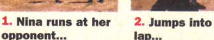












JUN KAZAMA

A gorgeous, speedy lass with massive combos!



1. When behind someone, Jun can hold them...

2. And drop them onto their head, like Michelle!



1. Jun holds her opponent's arm...



2. Pulls them into her other elbow...

3. And throws them to the floor!

YOSHIMITSU

A strange fighter, with some REALLY strange moves!



1. Yoshimitsu charges up his sword...



2. And stabs it through his stomach into his opponent!



1. He can hold his foe from behind...



2. Jump high into the air, turn over...

3. And fall right down to the floor!

NINA WILLIAMS

A bone-breaking expert with powerful charging moves!

1. By psyching herself up first...



2. She can shatter her opponent's ribs!

1. Nina runs at her opponent...



2. Jumps into their lap...

3. And snaps their ankle


MARSHALL LAW
A Bruce Lee lookalike with loads of quick attacks!
1. Why do only one kickflip...
2. When you can float someone with two?
1. From the old head-lock position...
2. Law can jump forward...
3. And smack foes' faces into the floor!
PAUL PHOENIX
Powerful and fast, with a flat-top!
1. Paul tenses his arm, turning it into a glowing ball...
2. Then dashes forward, sending his opponent flying!
1. Paul pulls his enemy onto his shoulder...
2. And shoves them away hard!
3. Wahey! There he goes!
HEIHACHI MISHIMA
Spiky-haired bloke with lightning fingers!
1. Heihachi charges up his arm with lightning...
2. Then smashes his opponent on the head! That's his head between his legs!
1. He holds his opponent still...
2. Then plants his forehead in their face!
JACK 2
Powerful and crazy super-bot!
1. Jack-2 crouches and kicks his opponent low...
2. And carries on Cossack dancing into their shins!
1. He grabs his opponent by the scruff of the neck...
2. Drags them along the floor...
3. And throws them miles into the air!
KING
Monster wrestler with a natty big cat mask!
1. King trips his opponent up...
2. Twists them around...
3. And dislocates their knee! Ow!
1. King lands on his opponent's shoulders...
2. Falls backwards, pulling them as he goes...
3. And rolls their head into the ground!
MICHELLE CHANG
An American Indian fighter with deadly legs!
1. She can charge up...
2. And uppercut people sky high!
1. Michelle holds her opponent's arms...
2. Lifts them over her head...
3. And drops them square on their back!
LEI WULONG
Jackie Chan lookalike with varying Kung Fu styles!
1. One move gets Lei into this pose...
2. Where he can multi kick with his left leg...
3. Then power kick with his right!
1. Lei climbs onto his opponent, then...
2. Boom! Hits them in the stomach...
3. Sending them flying backwards!
WANG JINREY
A mad old fool with some tasty attacks!
1. Wang powers his fist up...
2. And thrusts it into enemies!
1. He can scoop his opponent onto his shoulders...
2. And roll them along the floor!

KUNIMITSU



1. A simple somersault, this...

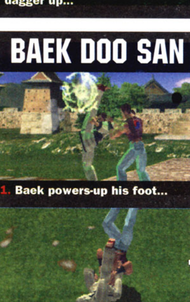
1. Kunimitsu charges her dagger up...



2. Oof! Right on the back of the neck!

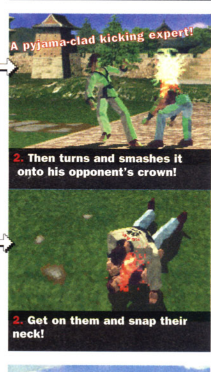
2. And stabs it downward, hitting low!

BAEK DOO SAN



1. Baek powers-up his foot...

1. He can roll his opponent over...



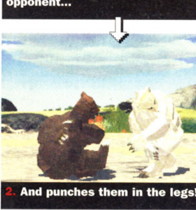
2. Then turns and smashes it onto his opponent's crown!

2. Get on them and snap their neck!

KUMA



1. Kuma sits down in front of his opponent...



2. And punches them in the legs!



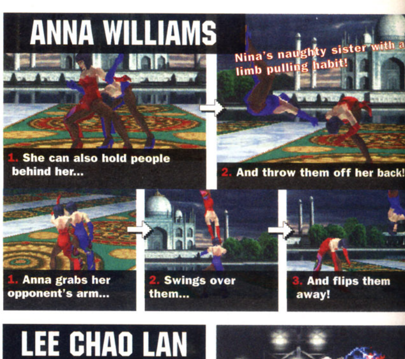
1. He charges up by crouching...

2. Then swipes his opponent's legs...



3. Launching them into the air!

ANNA WILLIAMS



1. She can also hold people behind her...

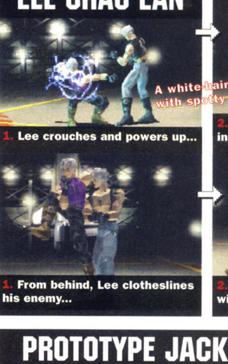
2. And throw them off her back!

1. Anna grabs her opponent's arm...

2. Swings over them...

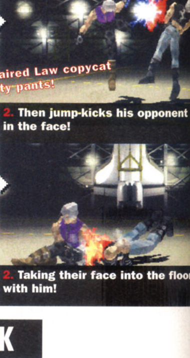
3. And flips them away!

LEE CHAO LAN



1. Lee crouches and powers up...

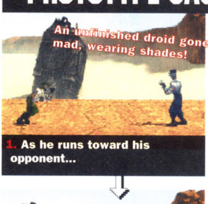
1. From behind, Lee clotheslines his enemy...



2. Then jump-kicks his opponent in the face!

2. Taking their face into the floor with him!

PROTOTYPE JACK



1. As he runs toward his opponent...



2. P-Jack jumps and skids along the floor...

3. Into the shins of his oppone



1. P-Jack uses his rockets to fly high into the air...

2. Then cuts out and falls onto his opponent!

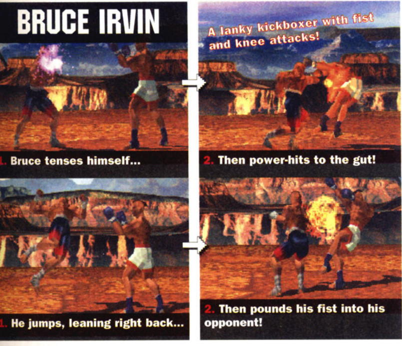
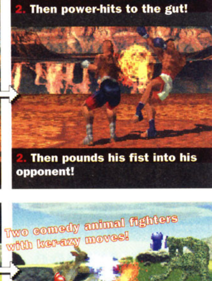
ARMOUR KING

The evil big cat – wearing armour!

1. Armor King turns his opponent over...
2. Holds them upside down...
3. Then cracks their skull on the floor!

1. As Armor King is landing from a jump...
2. He spins round to face away...
3. Then somersaults onto his foe!

BRUCE IRVIN

A lanky kickboxer with fist and knee attacks!

1. Bruce tenses himself...
2. Then power-hits to the gut!

1. He jumps, leaning right back...
2. Then pounds his fist into his opponent!

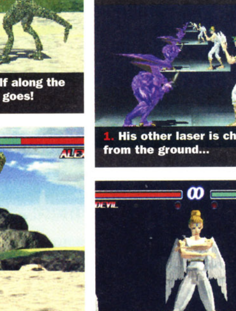
ROGER/ALEX



Two comedy animal fighters with ker-azy moves!

1. By rotating his sparkling arm backwards...
2. Roger can charge up a mega devastating punch!

1. The mad kangaroo falls over backwards...
2. And drags himself along the floor, kicking as he goes!



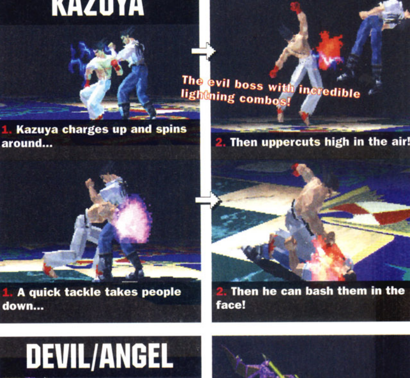
GANRYU

A chunky Sumo wrestler with plenty of slapping moves!

1. Ganryu crouches and charges himself up...
2. Then dashes forward and barges his opponent!

1. He gets in a Sumo grapple...
2. Then shoves his opponent's neck to the floor!

KAZUYA



The evil boss with incredible lightning combos!

1. Kazuya charges up and spins around...
2. Then uppercuts high in the air!

1. A quick tackle takes people down...
2. Then he can bash them in the face!

DEVIL/ANGEL



The mutated power versions of Kazuya!

1. Devil jumps into the air and powers up...
2. Then unleashes an incredible laser beam from his third eye!

1. His other laser is charged from the ground...
2. And fired at enemies' heads!



SNAP THOSE LIMBS!

Everyone loves broken limbs, especially when David Busst snapped his leg in half playing against Man Utd last month! *Tekken 2* is one of the only fighting games to feature bone-breaking moves, and because they're so spectacular everyone wants to learn them first. The master of breaking legs is King, who can perform a sequence of three breaks, ending with a fantastic move which breaks all four limbs in one go!



1. King grabs his opponent and twists them around...



2. Holding them upside-down, he pulls their leg out of place...



3. He then turns them over and gets them in an awkward position...



4. Before falling onto their twisted legs! Crunch!



5. King then gets off his opponent and lifts them from behind by their legs...



6. Whereby he tugs on their arms and twists their legs at the same time! Oof!

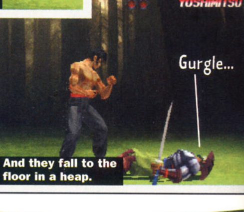
POWER UP ATTACKS!

Many of the fighters possess moves which take time to charge up. These are normally ridiculously powerful, but leave the player vulnerable for a few seconds while they charge themselves up. Though they are often too risky to use in the middle of a fight, a well-timed power attack can bring a fighter back from the brink of defeat. Roger and Alex, for example, can perform a move which will occasionally cause 100% damage!



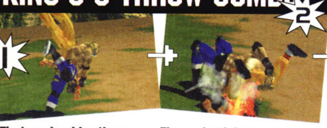
Here, Law is charging up his move...

After a second or so, he swipes his opponent in the ribs...



And they fall to the floor in a heap.

KING'S 5 THROW COMBO



First, a shoulder throw...

Then a backdrop...



Followed by another...



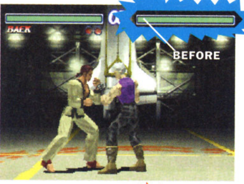
Then a jumping slam...



And finally, a spinning throw!

TEN-HIT COMBOS

Tekken 2 is heavily-based on big hit combos, and the most sought after of them all are the ten-hits. Each character has at least one of these – all of which are listed in the Practice Mode. The timing of the button pushes has to be pretty much perfect for the moves to work, but the results are incredible!



NINA'S TRIPLE BREAK COMBO

Nina grabs her opponent and punches their arm...

She then knees their chest and snaps their other arm...

Before dropping them onto the floor and snapping their neck!

COUNTER ATTACK!

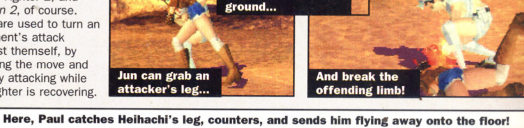
All the best fighting games these days contain counter attacks – *Street Fighter Alpha*, *Virtua Fighter 2*, and *Tekken 2*, of course. They are used to turn an opponent's attack against themself, by blocking the move and quickly attacking while the fighter is recovering.



Jun can grab an attacker's leg...



Drop them onto the ground...



And break the offending limb!

Here, Paul catches Heihachi's leg, counters, and sends him flying away onto the floor!










SECRET FIRST-PERSON VIEW!!

We've been speculating on a hidden view in *Virtua Fighter 2* for months now, and to our amazement, we've *found* one hidden in *Tekken 2*! To access the view from behind your character (who appears as a wire-frame model), simply hold **L1 and L2** when selecting the one player arcade mode, and keep them held until the fight starts. The hard part is that you MUST have collected every one of the 25 characters first.



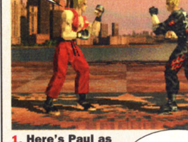



Throws and replays are viewed like this.

TEKKEN 2 KIDS?!

CHEAT!

Hidden in *Tekken 2* is this secret mode which makes all of the characters look like children by expanding their heads, as well as their bodies! It's very easy to access – simply hold the **Select** button when choosing a character or in between fights – but it looks cool and even speeds a few throw moves up, as well as making characters float slightly higher!



1. Here's Paul as he usually looks...



2. Here's him looking slightly unwell...



3. And here he is looking like a massive doll! Aaagh!



4. Oh crikey! That's just plain disgusting!

CHEAT!



It's possible to play in Kazuya's hidden purple suit! To access it, you must have collected all of the characters. Now, when selecting Kazuya, press the *Start* button to get the hidden outfit! Wow!



When there's a particularly close fight, the voice cries "Great!" instead of "K.O.!". It's strange that he's more impressed with someone only just winning than someone getting a perfect victory, but we can live with it.



At any time during the game, players can pause and call up a complete list of moves for the current character.

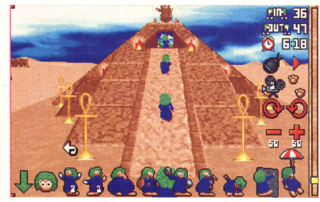


ROUND 2...

We've reviewed this Japanese version in the Mini Reviews, but we'll be reviewing the UK version fully, nearer to it's September release. We'll also cover any new features we discover in the meantime. What do we REALLY think of it?









MADCAP PUZZLER

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'Ahhh no! Please no more! I can't take it! That's it! Quick, get the cyanide capsules! Suicide!' Oh yes! The lemmings are back, and just to complicate things they've all popped into 3D!

3D LEMMINGS

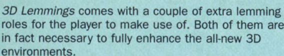
We've all been there. Three o'clock in the morning, tearing our hair out over a bunch of pixelated rodents that insist on killing themselves. Until recently though, it seemed it was finally behind us. After *3D Lemmings* put in an appearance on the PlayStation though, Saturn owners started to get worried. Justifiably so, because they're back, destined to make your life an addictive misery.

VIEW FROM A BRIDGE

The introduction of 3D for the more sophisticated 32 bit market makes things a bit more complicated for our lemmings. Lateral thinking is the order of the day with more interaction with buildings and platforms, forcing you to keep your eye on two things at once. The puzzles are just as complicated as ever with four difficulty levels: fun, tricky, taxing and mayhem. Fortunately a practice mode has been introduced so you can familiarise yourself with the more cunning problems posed by 3D puzzles and get used to the different lemming roles.



A new dimension in Lemming fun, literally. We can't wait for 3D Worms.



NEW ROLES

3D Lemmings comes with a couple of extra lemming roles for the player to make use of. Both of them are in fact necessary to fully enhance the all-new 3D environments.

Turner

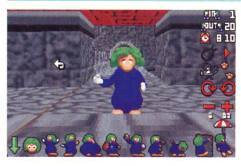
He does a similar job to a blocker except the lemmings won't simply turn around and start walking in the opposite direction but turn in the direction the turner lemming is pointing.

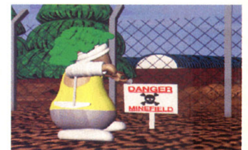
Virtual Lemming

It had to happen sooner or later I suppose, so here it is, the virtual lemming. Choose this and you actually view things from the eyes of a lemming. This is essential when lemmings travel inside buildings or if you want to get a closer look at whatever problem you're facing. It also allows you to enjoy the snazzy 3D that little bit more.

JUMP CUTS

As well as ascribing lemmings life saving roles, there are some other things you'll want to get to grips with in *3D Lemmings*. Because you can actually move round buildings and platforms, there are three different camera angles to utilise, all of which rotate through 360°. You can also zoom in and out to get a better perspective on the particular obstacles your furry chums are facing. This might seem a little awkward at first but it's essential for solving the puzzles.





WONDERFUL WORLD

In the old days, looks tended to take second place to the puzzles where *Lemmings* was concerned. Not so with *3D Lemmings*. Almost the whole environment is interactive with lemmings wandering just about anywhere, be it Aztec pyramids, ancient castles or futuristic tunnels. The option of a virtual lemming means you've chance to see lemming world in even greater detail. And even the furry little blighters look better than ever, all dopey gazes and aimless waddling. Rest assured though, there will still be times when you're actually glad to see the irritating rodents dead!



You get to see each Lemming close-up! How did we ever put up with 2D before?





FMV intermissions add more 'excitement' to this already gut-busting rollercoaster of entertainment.

NEXT MONTH... AAGH! AAAGH! AAAAGH!

Lemmings is the type of game that develops almost as many enemies as fans and it's only fair to warn those in the enemy camp that *3D Lemmings* looks like doing nothing to appease you. For fans though this looks like being the ultimate test of patience and tefal-headedness. Expect the nerve shredding review next month.


Explosions aplenty in *Die Hard With A Vengeance*!



DIE HARD TRILOGY

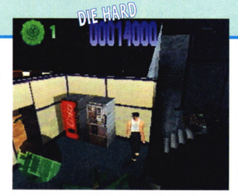
Following the success of *Alien Trilogy*, Fox licensed another of their popular movie franchises to EA – with Bruce Willis' stunning Die Hard films being recreated for the PlayStation, Saturn and PC by Probe.

As opposed to lumping all three films and their radically different plots into one mishmash of a game, Probe base a separate game around each of New York cop, John's McClean's three adventures. As such, the battle against Hans Gruber in the Nakatomi tower block is recounted as a *Loaded*-style shoot 'em up, while the Dallas airport siege that was the bones of Die Harder's plot is represented by a *Virtua Cop* clone. Finally, as Hans Gruber's brother, Simon, returned to avenge his brother's death by blowing up key parts of New York, the player finds themselves in a driving game reminiscent of Sony's *Twisted Metal*.

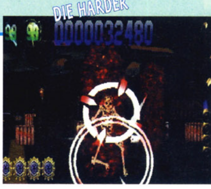
CHOICE

Each of the games in can be played as a separate entity, but Probe are also planning to link the three wherein, if played in sequence, the user is rewarded with linking footage lifted directly from the films — ie. the plane exploding at the end of Die Harder. Here's a closer look at the action:

DIE HARD



DIE HARDER



DIE HARD WITH A VENGEANCE



DIE HARD



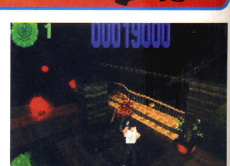
McClean looks for 'clues' in the Nakatomi building lavs.



A tense moment in which our hero reccy's the terrorists' truck.

The first film saw Willis' McClean character pitted against a crack team of international terrorists who, while fronting a political motive, were actually hijacking the Nakatomi Corporation's vault for the money in the safe in its basement. Lead by Hans Gruber, the gang seize control of the lobby before making their way up to the 31st floor where the staff are enjoying a party before breaking up for Christmas. With New York cop in town to meet his estranged wife who works there, he becomes caught up in the siege – and begins a one-man war on Gruber and his men, using the tower's many shafts and corridors as the battleground.

The game follows the film's plot fairly closely, but Gruber's army has been expanded from a dozen men to several hundred in order to create a fast-paced blast. Similar in style to *Loaded* and The *Chaos Engine*, the player guides the McClean sprite through the fifteen levels which make up the building, using whatever weapons come to hand to pick off the UZI-toting bad guys. Probe have used blueprints from the film to recreate the rooms as closely as possible, and the player will find themselves engaging the gang in Katagi's strategy room, the underground car park, and, finally, on the roof of the building.



Some early target practice...



...which comes in useful later!

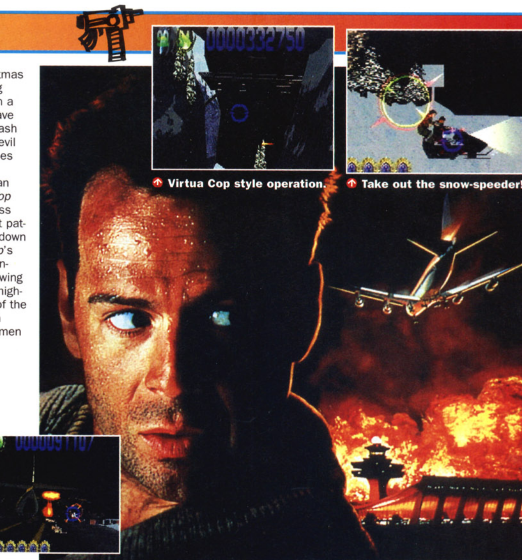






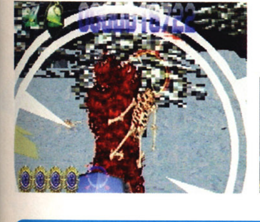
DIE HARDER

Meeting his wife at Dallas airport for a second Christmas break, McClean is again the 'wrong man in the wrong place at the wrong time' as he becomes embroiled in a plan to free a vicious dictator. A team of terrorists have tapped into the airport's controls, and threaten to crash each of the planes in turn unless their plans for the evil General's release are met – and one of the first planes on their list is the one with McClean's wife on it!
Proving that anything Sega can do, the PlayStation can match, Probe have turned Die Harder into a *Virtua Cop* clone. As the player guides a floating cross hair across the screen, the airport is scrolled through in a preset pattern, with the 'camera' automatically looking up and down to reveal would-be threats. In keeping with *Virtua Cop*'s look, the airport and the terrorists in it are all polygon-based, and McClean also finds extra weapons by blowing up crates. However, expanding on the Cop idea, the high-explosive weapons can be used to blow chunks out of the scenery, crushing anyone below. The final battle then leads to the departing plane as the General and his men get away...



Virtua Cop style operation.

Take out the snow-speeder!



DIE HARD WITH A VENGEANCE

Hans Gruber's brother, Simon, gives the Big Apple an unwelcome wake up call by blowing up a busy street, and then demanding McClean follow a series of bizarre orders. These include wandering around Harlem wearing a sandwich board with a racist slogan emblazon across the front, racing through New York in a 'borrowed' cab, and eventually exploring the sewer network in search of Simon — who has used the explosions to cover a huge gold heist.
As Die Hard With a Vengeance is spread all across New York, Probe have opted to concentrate on the car chases that made up the middle part of the film. Seated behind the wheel of the yellow cab, the player is left to zoom around the busy streets of New York in search of bombs Simon has left. A large target indicator offers a clue as to the bomb's location, and the basic aim is to ram the explosive to prevent it detonating. However, Probe's New York is populated with jaywalking pedestrians, selfish lorry drivers, and other equally bad drivers – making things very hairy indeed.

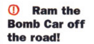


A head-on collision causes this car to recoil across the street.

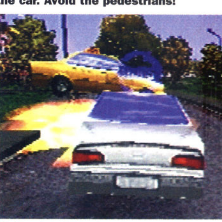


Viewing the action from outside the car. Avoid the pedestrians!





Ram the Bomb Car off the road!



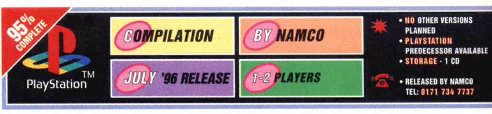
Too late! The bomb explodes, right beneath McClean's car!

LITTLE GREEN AND YELLOW MEN

EA are planning a September release for McClean's next outing, and *Die Hard Trilogy* also marks the first fruits of their deal with Fox which will also see them releasing games based on other key Fox products: The X-Files, Independence Day, and The Simpsons. Expect follow up coverage on all these titles in forthcoming issues of CVG.







namco museum 2

Without a doubt, the most technically-advanced home video game of the month is Namco's *Tekken 2*. But, on the flipside of the coin, they've also provided the simplest games. Retro-classics as we call them, and you should too...



When the first *Namco Museum* appeared (review in issue 171, computer-cabin freaks) it seemed like a strange move coming from the company responsible for the PlayStation's primary state-of-the-art coin-op conversions. All the more so, because the collection was a strange mix of milestone classics and, erm, others. But now all is clear! With the advent of the second *Museum* volume, so Namco's plan to give us a library of lost 'coin-op classics' takes shape. Six more arcade games from primordial ooze of Namco's past have been precisely-converted and packaged for the soft gummy consumption of elderly gamers everywhere. And remember young 'uns, retro games are hip to trot right now. Okay daddio?



WHERE ARE THE DINOSAURS?

As with *Volume One*, the second *Museum* features an extensive 'museum' front-end packed with all manner of historical trinkets to peruse. And, being a 'virtual' museum, aged gamestrels don't even need their golf-caddies to help move from one to another.



Each gaming classic has its own hall, filled with related artifacts.



You can look at anything, even zooming up real close. Here's the original instructions to *Gaplus*!



At the end of each hall is a themed room containing a replica of the actual coin-op.



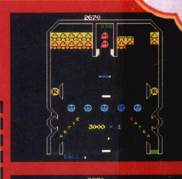
The best room has to be *Gaplus* – it's the game's tractor-beam tunnel!

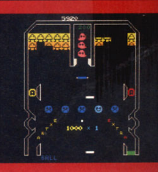
IN MY DAY T'WERE GAMEPLAY WOT MATTERED!

And it had too, because the graphics weren't exactly breathtaking. But if you want to see the original mould for some of today's games, look no further...

CUTIE Q

Any older (1979) and this game would have been powered by an abacus! Nonetheless, *Cutie-Q* is brilliantly addictive, combining the bat-and-ball gameplay of *Breakout* with a pinball table environment. Bouncing a ball (pixel) about using a horizontally-moving bat (dash), you can rack up points by knocking away bricks, hitting ghosts and illuminating EXTRA lights. A highscore is the game's only objective, but that's all you need! The current office highscore is held by Rad Automatic at 00000000.





PLUS BOMB BEE!

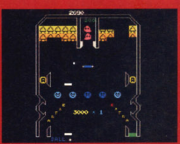
Hidden within Cutie-Q is a variation on the same game, with different graphics and a different table. Bomb Bee looks to be even older than Cutie-Q, as you can't even see the ball (pixel) launched.

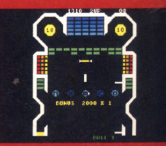


To access Bomb Bee just press Circle 7 times, Square 6 times, then Cross 5 times during Cutie-Q's startup screens.

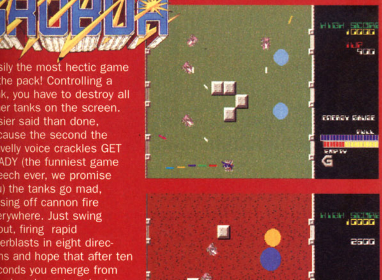


To increase the authenticity of *Cutie-Q, Namco Museum 2* comes packaged with an analogue paddle (similar to those ancient *Pong* controllers), that allows you swiftly swing the bat (dash) from left to right. Don't expect to get away with just twisting the dial quickly back-and-forth though, it confounds the antique collision detection.





Grobda

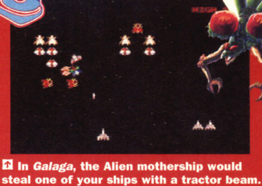


Easily the most hectic game in the pack! Controlling a tank, you have to destroy all other tanks on the screen. Easier said than done, because the second the gravelly voice crackles GET READY (the funniest game speech ever, we promise you) the tanks go mad, loosing off cannon fire everywhere. Just swing about, firing rapid laserblasts in eight directions and hope that after ten seconds you emerge from the phosphorant explosions intact. Even though each level is different, it still proves quite repetitive.

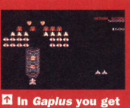


Gaplus

No *Namco Museum* would be complete without a *Galaga* family conversion. *Gaplus* builds on the legendary shoot 'em up formula, by allowing you to steer your craft up the screen. And you need to, because the challenge is much trickier. Wave 4, for example, sends you hurtling backwards down the screen (well, the stars scroll the other way) whilst the aliens snake all over the shop. The Challenge Stage is also superb, as you juggle aliens with your laser shot, attempting to spell BONUS, with each hit.



In *Galaga*, the Alien mothership would steal one of your ships with a tractor beam.



In *Gaplus* you get a tractor beam of your own by shooting the Mothership.

Any ships sucked into your beam, lock onto your ship's sides for multiple shooting action ahoy!

Xevious

Clearly one of the first scrolling-shoot 'em ups ever! And surprisingly it bears some resemblance to the recent *Galactic Attack* on Saturn. Flying up the screen, you have to fend off formations of enemy ships with a laser, whilst dropping bombs on ground-based foes. And that's it, it goes on forever! Sadly, *Xevious* hasn't aged well. The action lacks any variety and the repetitive music is atrocious. Hey, but what a classic!

Shoot ships.



Drop bombs.

Scream at the sound!

Dragon Buster

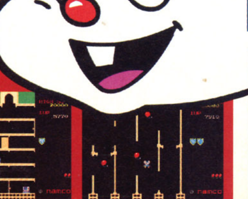
One of the first platform games, and it shows! In *Dragon Buster* you guide a swordsman around a series of levels, chopping at skeletons, chopping at dragons (of course) and chopping at bats and snakes. Pressing UP performs an embarrassingly poor jump which is only useful for collecting fireballs (these should be saved for the awesome chopfest against the end-level wizard/dragon). Side-splittingly funny, but mainly because the music sounds like an otter with a whistley-snot.





Mappy

Alongside *Gaplus* and *Cutie-Q*, *Mappy* is the other star of *Namco Museum 2*. A single-screen platform game, the aim is to steer Mappy (a policemouse) around each house level, collecting treats. This is made harder by the 'cat' burglars roaming around the house. These chase Mappy around, and the only way to escape is by dropping onto the trampolines where you can't be harmed (these also allow you to move onto another floor), or by slamming doors in their faces. There's plenty of variety in the ever-toughening levels and some great 'collect-balloons-on-vanishing-trampolines' bonus stages. Top fun!



NAMCO MUSEUM VOLUME 1 NOW OUT OFFICIALLY!

The *Namco Museum 2* pack has only recently appeared in Japan, but you'll be glad to know the first volume has just been released officially here! We gave it 84%, recommending it to old and new gamers alike, thanks to awesome classics such as *Pacman*, *Galaga* and *Bosconian* (*Pole Position* isn't as good as you'd like to remember).

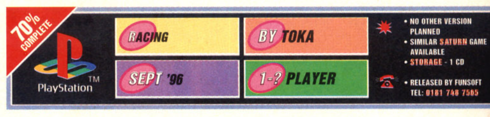
NEXT MONTH... MORE MUSEUM PIECES!

Namco continue their liver spot invasion on the gaming world as they bring out the third *Museum* in Japan. We'll take a closer at look at the gems contained within, such as *Pole Position 2*, *Galaxian* (raay!) and *Dig Dug*. A game which some claim is still the most addictive ever made...





A trip down victory lane, eh?





It's a cheap and underhand tactic, but it was only a matter of time before someone went and did it. Saturn *Daytona USA*, for all its faults, is undeniably a superb game. Its high-powered racing action, fender-bending battles and conceptual twisting courses put it in a league of its own. Although maybe not for much longer. European programming house, Toka, have decided its time for the PlayStation to get something 'similar'. This would of course be a total disgrace, if it wasn't for the fact that *Burning Road* is on course to be a damn good game in its own right!

Daytona USA? Don't know what you're talking about. This is the PlayStation and this game is called *Burning Road*.

THREE COURSES, OF COURSE!

It all seems so natural doesn't it? A beginner, advanced and expert course, each longer and trickier than the last.



There are deep mountain tunnels.



Bumpy mudtracks throw you about.



Race through long spookily lit tunnels.



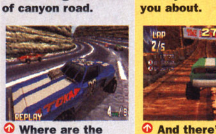
And long stretches of canyon road.



Icey roads slide you about.



The light sourcing is particularly good.



Where are the dinosaur fossils?



And there's a big wooden bridge.

Brilliant ci.ty surroundings







PLEASE SELECT A RACE COURSE...

Yes it does say that! We're not pointing a finger or anything, but some people may find this all a tad familiar...



There's even a well-known sound effect on making your selection.



"Please select your transmission." "AUTOMATIQUE!"



Tinted still-shots while it loads the track in.



And the camera swoops down over the car.



See that floating cup, up ahead? That's the race leader.

FIVE DIFFERENT VIEWS!



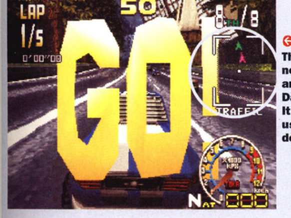
Overhead! 4/5

All-new view! 3/5

Chase view!



RADAR DETECTION!



C'mon now! This radar has never appeared anywhere except Daytona USA! It does prove useful, but what do you expect?

CAR WARS!

For this game to succeed, satisfying bumper-grinding action is essential. Already, the cars have a solid, weighty feel to them, allowing you to really smash them against each other. Better still, awesome crashes (with superb crunching sounds) and crumpled bodywork are a definite part of the package.

LINK-UP MODE!

Now here's something that was sorely missing from Saturn *Daytona*. The potential for brilliant car-smashing battles is huge, all the more so if Toka can increase the number of players linked-up. T



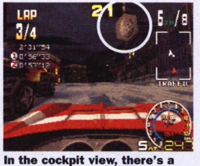
There's even a 'Race Leader' strip that flashes across the top of the screen for full arcade effect!

GUESS THE GAME!

It would be unfair to claim *Burning Road* borrows ideas from any single race game. You see, there are too many racing games it reminds you of.



When you leap over bumps, your navigator yells.



In the cockpit view, there's a swinging mirror ornament.



A helicopter on the first stage and a stunt plane on the second.



A sunny canyon one minute, snowy glaciers the next.

Can you put the popular game name next to the picture it reminds you of?

RADMOBILE!

RIDGE RACER REVOLUTION!

DIRT DASH!

SEGA RALLY!

FOUR CAR PILE-UP!

There are four vehicles to choose from, each with different handling and speed. What's more, depending on which one you pick, you get a different view of the action. The monster truck, for example, gives you an elevated view of all the other cars.





NEXT MONTH... ROLLING START!

Well, there aren't any of those in this game. As you should find out for yourself when we, hopefully, review *Burning Road*. Already it's stirring controversy in this office, with some calling it a cheap rip-off. But this reaction could be caused by the fact that it's also providing monster racing fun.


A game with jewellery that makes your eyes water!





85% COMPLETE

PC CD ROM

DUNGEON SIM | BY BULLFROG | JUNE '96 | 1-? PLAYER

- SATURN AND PLAYSTATION VERSIONS PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE - 1 CD
- RELEASED BY EA TEL: 01753 549442

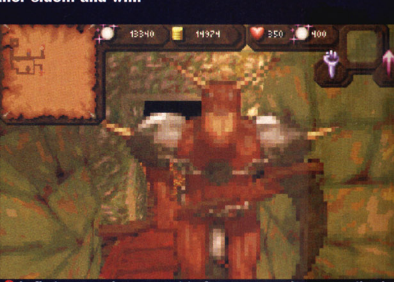
DUNGEON KEEPER

Ever thought what the best game formula would be? How about creating your own realm filled with minions? You'd want intruders to test your traps on. Or perhaps you'd take them on personally. And you'd just have to be EVIL!!

As Peter Molyneux, founder of Bullfrog and creator of 'god' games puts it, *Dungeon Keeper* gives you the chance to be the evil villain and get your own back on the interfering good guys. Anyone who's played Dungeons & Dragons will know what he means. The story is always the same – a group of heroic adventurers infiltrate a bad guy's domain, slaughter all his minions, steal all his treasure and then finish off the owner. Everyone's happy, well almost. It's about time we got a taste of what its like to live on the other side... and win!

The Dungeon Masters Handbook!

Populous gave you the chance to be a god, *Theme Park* put you in the role of Walt Disney, now you get to play as Dungeon Master. As any role-player worth their Monster Manual knows, it's always the DM who has the most fun, creating the scenario, putting the traps and monsters in it and then throwing it all at the hapless players. That's the premise of *Dungeon Keeper*.
Similar to *Theme Park*, you start with a basic dungeon inhabited by small monsters. By adding more tunnels and rooms, so more, bigger, monsters come to the dungeon. Eventually these minions can build tricks and traps. But you have to hurry, because it's only a matter of time before the first wandering hero decides to rid the land of YOU!


In first-person view, you get to face your own horror creations!





Knight! Knight!

Dungeon Keeper's atmospheric intro sets the scene brilliantly, with a short story that veteran dungeoneers should identify with – up to a point. A heroic knight enters a dungeon, chopping up goblins in the usual flashy style. Then a big troll enters and lops his head off!


The dungeon building view. Those statues at the bottom are monsters you can add.

Monster Manual-Control!

Dungeon Keeper promises far more than just another *Theme Park* concept. If you fancy taking a break from your dungeon building activities, you can take control of any one of your minions and roam around the tunnels in a first-person view. Depending on what creature you've possessed, you get different abilites – spells if you're a wizard, for example. Battling against heroes provides obvious entertainment, but if you want, you can pick off some of your least favourite minions too. Watch out though, the others soon sense something is wrong and turn against you!



Little do these monsters suspect, 'tis their master watching them!

Enter The Dungeon!

Of course, creating a dungeon is only fun if you can lure people – REAL PEOPLE – into it. And you can. *Dungeon Keeper* will have a network option allowing would-be adventurers to explore and hopefully (for them) destroy your little nest. In fact, at the Los Angeles E3 show (see Checkpoint), Peter Molyneux will be controlling his very own Dungeon, with eight PC's networked up, should any foolish dungeoneers wish to take up the challenge.

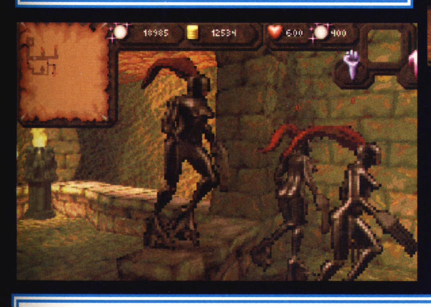
Once built, rooms can be assigned specific purposes. Torture chambers, for example, or stores.



All the torches generate their own flickering light.

Cave Art!

With so many different styles of play, you'd expect each part to look inferior to a game dedictated to one style. NOT SO! *Dungeon Keeper*'s graphics look incredible. When switching from the pseudo-overhead construction view to the first-person angle, everything still looks sharp and detailed. What's more, rather than going for 'fake-looking' flat walls and sharp corners, Bullfrog have made all the scenery jagged and rock-like for that real tunnel flavour. There are also some utterly brilliant lighting effects and reflective water-pools.





Centuries in Development!

Bullfrog have been working on *Dungeon Keeper* longer than you'd imagine. Progress was slowed when Peter Molyneux, on taking the game home over Christmas, decided he wasn't satisfied with some of it. At the time, players had to assign tasks to each minion individually, meaning only 15 to 20 monsters would feasibly fill a dungeon. Molyneux wanted the dungeons packed with creatures, so the system was changed to steer legions of beasts around. Another story involves EA in America demanding the finished game within six weeks. Rather than produce an unsatisfactory product, Bullfrog created *Hi-Octane* to fill the gap. An amazing feat for six weeks, but one which Molyneux admits he was less than happy with. As a result, he wants *Dungeon Keeper* and *Syndicate Wars* to reinstate Bullforgs reputation for amazing and innovative software.

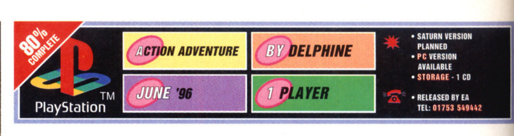
NEXT MONTH...

WE HEAD DEEPER INTO THE DUNGEON!

Clearly *Dungeon Keeper* is going to be one of the most inventive and playable games to surface in ages. This month we only gave you a taster of what it's all about. Next month we hope to bring you a more in-depth feature on how it all works. Temporal disruption, dungeoneers. Time stands still.



The game feels just like the awesome Flashback!





Genius French developers Delphine enter the PlayStation's Action/Adventure arena with the stunning follow-up to the classics, *Another World* and *Flashback*. Prepare to receive *Fade To Black*!

To anyone who has ever owned an Amiga or a console, the name Delphine is synonymous with high-quality programming and superior gameplay. Having waited for what seems like far too long, the next game in the *Another World* series, *Fade To Black*, is now nearing completion for Sony's wonder machine. Come with us now, as we enter a wondrous world of exploration and adventure, where danger lurks round every corner, and things are seldom as they seem...

I WANT ME MAM!

It's not all strolling about and looking in cupboards you know. Oh no, there are tons of aliens all out to kill you, each one employing a unique and generally hideous technique. If you want to progress past these scum you'll need to either improve your weaponry or master the art of changing ammo clips at speed.

[BULL MORPH]

Definitely a right royal pain in the ass! The Bull Morph relies on nothing more than sheer bulk and bullying tactics. Shoot the guy before he gets too close, or you can expect a jolly thick ear.



[WALKER ROBOTS]

You need to be equipped with nothing less than armour-piercing ammunition if you want to dent this little beauty, as standard lasers will simply bounce off his incredibly thick armour. Our advice? RUN AWAY!!



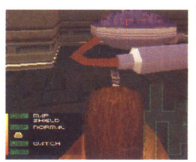
[MORPH TROOPER]

Probably the most common of all the opponents you'll come up against, these alien soldiers can change between lizard-like humanoid form and a blob; either shooting you with laser rifles while upright, or absorbing you whole while in blob form.



[SENTRY DROID]

As you'd probably expect from a droid called a 'sentry', this fella floats up and down the various alien corridors in a patrolling kind of way. He's often a tricky little target to zero in on, and being armed with a heavy chain gun, should be taken seriously!



[MORPH SERGEANT]

The Morph Sergeant is much the same as the Morph Trooper, only faster on his feet in lizard-esque humanoid form (and therefore able to avoid your shots more effectively) and armed with the more powerful laser pistol.



[PATROL ROBOT]

This is a smaller, less threatening (but just as annoying) version of the Sentry Droid, that zips around a bit faster than it's larger brother, but is armed only with a weak laser. He's what we like to call a 'boredom beater'.





[SPIDER DROID]

Considering the Spider Droid is one of the first enemies encountered in *Fade To Black*, it's surprisingly well armoured and scary to deal with while a novice. You can expect to use up to two full clips before dispatching this arachnid chump.



[PURPLE PEOPLE EATER]

An extremely tough and speedy git of an alien... and no mistakin'. You'd better get ready for some impressive clip-swapping action if you encounter this guy without explosive or armour-piercing ammo. Cripes!



INTRO

TOP GEAR

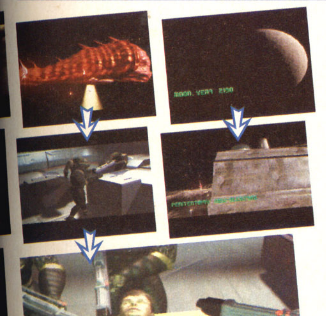
Just in case you were worried that the action in *Fade To Black* might be a bit one-toned, halfway through the game you can expect some pure arcade action, as our hero Conrad steals himself an alien exploration craft and gets involved in some high-speed corridor cruising. This is all very Star Wars-like, with tight passageways, protruding obstacles, and laser-firing bad guys all there to be dealt with. Mirror! Signal!! AARRGG!!!

Quick, get in the ship and nick it while no-one's looking!

Wehey! Keep an eye on the map, and avoid those walls!

Don't fly into anything – especially not that bridge!

Uh-oh! Spotted! It looks like the game's up, sonny Jimbo!



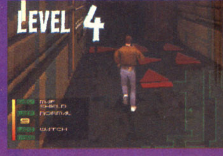
LEVEL 42

Fade To Black features some 13 enormous stages to play through, with each level being of a different theme and look. From the stark, sterile prison complex to the weird alien worlds, you can expect some breathtaking graphics.









[RECHARGE]

Should you take too many hits to your personal shield, just find a handy recharger unit and soak up the energy.



[FIRING]

When you stumble in on an enemy, a small radar/scanner appears, showing you their position in the area. By accessing your 'combat mode', Conrad crouches down (limiting his movements to simple side-steps) and draws his gun ready for action.



INTO THE LIGHT

What you can't tell from looking over these shots is the speed at which the PlayStation handles *FTB*, so there's high hopes for the Saturn version planned for later in the year. We'll have the PS review next month, along with first screen-shots of the Saturn game. Look forward to it.

FUTURE ACTIVE

It will be Europe's first, and the World's largest indoor theme park. 1.75 million visitors are expected in its first year – Segaworld is so amazing, it requires a new word to describe it: Futuractive! Err… what?

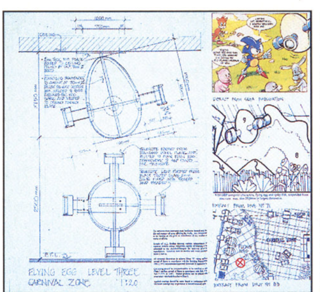
SEGAWORLD™

THE TROCADERO, PICCADILLY CIRCUS, LONDON

When we first heard about the new Segaworld, to be established in London's Piccadilly, we thought "COOL!". So we asked a bunch of marketing bods to tell us all about it, and they handed pieces of paper with numbers printed on them in the hope that we could sell the idea. So we tossed a coin (1 coin), and decided (one decision) which was the best way to do this. You'll be glad to know we abandoned the numbers idea (0 numbers idea) and instead are happy to tell you, in no uncertain terms, that SEGAWORLD – the next generation of theme parks – IS GOING TO BE AWESOME!!!

SONIC BLUEPRINT

Let's just get one thing straight from the beginning: The new Segaworld is not just another major arcade. That would be too easy. Nope, just like Joypolis in Yokohama Japan, the London centre is to become a bonafide theme park, incorporating the latest in Sega developed technology. As with the world's most famous outdoor theme parks – Disneyland, and Disney world – the world's largest indoor theme park is divided into six themed zones: *Flight Deck*, *Combat Zone*, *The Carnival*, *Sega Kids*, *Race Track*, and *Sports Area*. Not only will visitors be able to see and hear these themed areas, but Sega promise their theming includes the appropriate smell. A great concept in theory – though the age of the *Sega Kids* could make or break it.



Many of the 3D models used to decorate the themed areas are based on charas from the Sonic universe.

MASKED RIDERS

On opening Segaworld will already have installed six 'high-tech interactive ride attractions'. These are promised to include two 'rides' which incorporate Sega's Mega Visor Displays (MVDs), with motion-based simulators:



Space Mission

"Visitors will not only travel to outer space but will become immersed in it, even looking down to see their clothes transform into space suits."

In this case the full wraparound MVD is worn – similar in function to familiar VR headset designs. There's three pods, each carrying 12 people, with each craft running a different variation on the interactive software.

Aqua Planet

"During tests on Aqua Planet, the undersea adventure, people actually held their breath because they thought they were underwater."

One of two rides being created exclusively for Segaworld in London. The MVDs are refined to be worn as 3D glasses, and the underwater adventure is planned to accommodate 32 people at a time – 2 pods carrying 16 people.



Presentation boards such as these were originally created to capture the feel of Segaworld before work started.

FEATURE

The World's Biggest Indoor Theme Park!

OTHER ATTRACTIONS

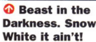


Beast in Darkness

A state-of-the-art ghost-train/ haunted house variation unique to Segaworld. Ten cars carrying 2 people embark on an interactive track car ride

Ghost Hunters

Interactivity here comes in the form of laser guns, used to fire at ghosts from the safety of one of 8-10 cars. The screen display for this sit-in taxi ride is 3D.



Beast in the Darkness. Snow White it ain't!



Mad Bazooka

Hyper Battle Carts (dodgems) equipped with cannons, protected by wire-mesh enclosures. Aim to hit the targets on each HBC with balls travelling at 80km/h!



GOING UP AND UP AND...

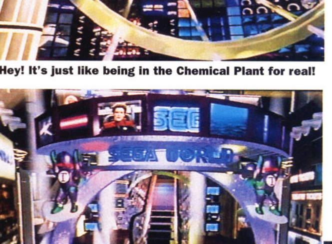
Escalators are for getting you to the Next Level as fast as possible, right. Well there's seven levels (floors) in Segaworld, so getting to the top requires something called the Rocket Escalator! This happens to be the LARGEST surface escalator in Europe. Incredibly, a bigger one exists underground.



Hey! It's just like being in the Chemical Plant for real!

The Rocket Escalator

Composed of five pieces, that will be joined in mid-air! Will eventually reach 16.43 metres in length, weigh 31.5 tons, require 193 steps and 80 metres of handrail. The entire construction has a bright pink frame, is glass clad, and illuminated by neons!



AS1-Simulator

Already established as a unique adventure experience. *AS1* is a motion based simulator guaranteed to flip your stomach like a pancake.

Stroll confidently up the steps before the ride. Then stagger out.



IT'S A TALL WORLD

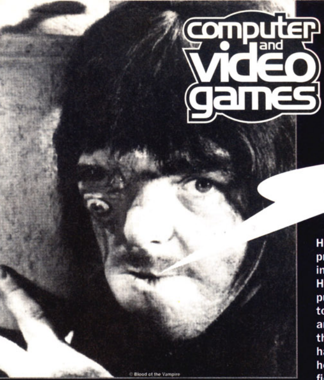
The Trocadero is the focal point for many types of modern entertainment in London's West End. There's an HMV store, an MGM cinema, the Capital's largest Arcade (Funland), a couple of Virtual Reality centres, and loads of other cool stuff. Newcomer Segaworld is the result of Trocadero Plc having talks with Sega Enterprises of Japan, after which Sega took hold of the reigns and work began in January 1995. One thing you should know about Segaworld: All the attractions mentioned above occupy the three ground levels of the Trocadero. Segaworld is to occupy the seven floors above.



Your pilot for the AS-1 is this insect-like, CG robot geezer.

NOW LOADING...

Segaworld opens sometime in August this year, whereupon you'll need £10-15 to get in then the rest is free! On top of that there's going to be a merchandise store, where fans can source some cool Sega collectibles. Plans also include launch parties for Sega software and hardware releases. Hold tight for more development news.



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Come here, my beauty. Don't be scared. I shall save you for last.

Here at Computer and Video Games we pride ourselves on bringing you the finest information from the world of video games. However, playing all the latest titles in the pursuit of gaming excellence can cause us to loose track of time. Which is why gorilla art editor, Tom Cornelius Cox, is essential to the mix. Whenever the reviewing chimps have spent too long away from their desks, he and his close family members take to the fields on the large warhorses, thrashing at the long grass with their large sticks, until the gibbering wretches flee from their hiding places, straight into the waiting net-traps. He then drags them back to his igloo (by their armpit skin) where – after throwing a few of the more flammable monkeys onto his fire – he whips the remaining grunts into action on his razor sharp treadmill, until their useless ankle stumps can support them no more. Such is the excruciating pain that goes into every issue of CVG!

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Study that picture of Tom Cox. Imagine seeing him FOR REAL! Looking into that single piercing simian eye (the other was burnt out when Ed threw a flaming severed paw at it). Staring right into his cold, hollow, empty skull and seeing him licking his leathery, cold-sore infested lips. This is what it's like for us EVERYDAY! But with your subscription we can free ourselves from this reign of terror. We could buy enough ready-to-eat chickens to lure Cornelius away from our office and into a volcano or something. PLUS – subscribe now and you get 12 issues for the price of 10. So, help us please. There's not many of us left. Hurry...

computer and video games BACK ISSUES!

you want 'em?.... we got 'em!

Hey, we've just joined from last month!

Yoo hoo! Come and get us!

01858 468888

Go on, give us a ring!


NEXT MONTH
Hi, I'm Crash Bandicoot, Sony's new console character. If you've got a PlayStation you're gonna love me... dur, I hope.
hoo haa ha her her her ha haa he-hoo!
Parp!
computer and video games
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NEXT MONTH
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CHECKPOINT

The month's events and software releases at a glance. **May-June**

Reach for your Masked Rider notebooks and pens, people, as CVG presents the indispensable guide to release dates throughout May and June; during the time that we are on sale.

Depending on how you look at it, PlayStation is either empowered or weighed down by the sheer volume of titles on that format this month. In terms of major releases however there's not much to seperate Saturn, PlayStation, or PC. Great to see Sony Europe have finally got around to releasing Namco's Neg-Con – though at £45 we're not so sure how much of an advantage this will be to most players. Those of you looking for Geoff Grammond's *F1 GP2*, don't. The release date has been put back again – until sometime in June. According to Microprose, who are publishing the game, this is the very last set back.

Most games in this listing have been playtested by the CVG team already, meaning reviews may have appeared in an earlier issue. To make your 'wants' making easier, there's a simple key to highlight the best and the worst titles.

WIN! WIN! WIN! WIN!

This month's giveaways are coming to you courtesy of HMV, Virgin, Sega, and Gremlin



EURO'96 ON SATURN

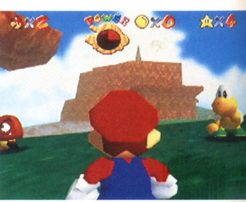
Currently the greatest soccer game on Sega Saturn, *Euro '96* could be yours for free! All you need do is write your name and address on the back of a postard, accompanied by a suitable soccer verse in praise of CVG.

ELECTRONIC ENTERTAINMENT EXPO (E3) 1996

16th-18th May

We told you last month how this show was going to be important. Like, as if it was ever going to be anything else! Sega, Nintendo, Sony, Capcom, Namco, to name just a few, previewing the year's most exciting games in three short days. One disappointment is Panasonic's announcement that M2 will not be there as promised until recently. Their proposed 64-bit technology is back under wraps until Spring '97 – at the earliest. Still, the DVD (Digital Video Disc) standard is still up for discussion at one of the many conferences. Other key topics highlighted are scheduled to be: "The Vision of Online Gaming" – including the possibility of online arcades! "The Battleground for the Next Generation" – PC versus the consoles (yawn), and "Entertainment Hardware: What's Next?" – an Atari Jaguar you can plug your head into?

Paul is going to be there, folks. And he's guaranteed to return with his arms loaded full of cool stuff in time for next month's issue. Just think, the first ever pics of *Crash Bandicoot* from Sony! *Fighting Vipers*, and *Sonic* on Saturn! *Super Mario 64*! And sure-to-be shock-tactics from just about everybody who can afford to take the risk. Start saving for an as yet unspecified number of hot releases you thought weren't due for at least another year.



The game that could quite easily steal the limelight at E3: Super Mario 64.



Will Paul do his job properly, and not play Fighting Vipers for three days solid?



Can Sega distract visitors from SM64 with their cool Sonic line-up?



PANZER DRAGOON ZWEI ON SATURN

Is this game poetic beauty incarnate, or what? Are you poetic at all, or not? Impress us with your command of the English language, in prose worthy of WH Auden or even Thomas Loiuse Guise to claim your prize.



RESIDENT EVIL ON PLAYSTATION

This game speaks for itself – in sinister, guttural tones. Something like, "your only chance of catching me is to enter the s-sChii-b-bbWeiii-djuUiie Checkpoint competition." What would you like to have written on your tombtsone?

EURO '96 ON PC

Be one of the first people in Great Britain to be part of BT's Wireplay scheme. That, and take possession of an updated version of *Actua Soccer* for your PC. Just invent three new uses for a football in a domestic setting. Yeh.

Address entries on a postcard to:

CHECKPOINT #175 FREEBIES, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

KEY: Red — It's hot, so buy it! | Blue — Avoid like the plague!

GAME NAME	COMPANY	FORMAT
9th May	•	•
Starfighter 3000	Sony	PlayStation/ Saturn
10th May	•	•
NFL Game Day	Sony	PlayStation
NHL Face Off	Sony	PlayStation
Panzer Dragoon Zwei		SegaSaturn
16th May	•	•
Impact Racing	Virgin	PlayStation
17th May	•	•
Afterlife	Virgin	PC CD
Brian Lara Cricket '96	Codemasters	MegaDrive
Duke Nukem 3D	US Gold	PC CD
NBA Live '95	EA	PlayStation
Neg-Con controller	Sony (Namco)	PlayStation
Night Warriors	Virgin	Saturn
Ridge Racer Revolution	Sony (Namco)	PlayStation
Virtual Open Tennis	Acclaim	PlayStation/ Saturn
22nd May	•	•
Street Fighter Alpha	Virgin	PlayStation/ Saturn
23rd May	•	•
On Side	Telstar	PlayStation
24th May	•	•
AH-64D Longbow	EA	PC CD
Bust A Move 2: The Arcade	Acclaim	PlayStation
Cheesy	Ocean	PlayStation
Museum Piece 1	Sony (Namco)	PlayStation
Offensive	Ocean	PlayStation
Striker	EA	Saturn
31st May	•	•
Blackfire	Virgin	Saturn
Dungeon Keeper	EA (Bullfrog)	PC CD
Euro Championships '96	Sega	Saturn
Shockwave Assault	EA	Saturn
May (no set release date)	•	•
A-10 Silent Thunder	Sierra	PC CD
Alone in the Dark	Infogrames	PlayStation
Baku Baku Animal	Sega	Saturn
Bioforge Gold	EA	PC CD
Blam! Machinehead	Core	PlayStation/ Saturn
Championship Manager All Stars	Domark	PC CD
Deadline	Psygnosis	PC CD
Earthseige 2: Skyforce	Sierra	PC CD
In the Hunt	THQ	PlayStation
Loaded	Gremlin	Saturn
Primal Rage	Time Warner	PlayStation
Return to Zork	Activision	PlayStation/Saturn
Quake	GT	PC CD
Ridge Racer	Psygnosis	PC CD
Rise-2 Resurrection	Acclaim	PlayStation
Sentient	Psygnosis	PlayStation
Time Commando	EA	PC CD
Viking Conquest	Psygnosis	PC CD
Williams Arcade Greatest Hits	GT	PlayStation
Worms Reinforcements	Ocean	Amiga
X-Men: Children of the Atom	Acclaim	PlayStation
1st June	•	•
Heart of Darkness	Virgin	Saturn
VIP Soccer	Virgin	PlayStation/ Saturn
7th June	•	•
Guardian Heroes	Sega	Saturn
14th June	•	•
Adidas Power Sports Soccer	Psygnosis	PlayStation
Worms	Ocean	Mega Drive/ SNES
17th June	•	•
Sampras Tennis Extreme	Codemasters	PlayStation
•	•	•
•	•	•



Panzer Dragoon Zwei – an absolute masterpiece.



Ridge Racer Revolution – is just too cool!



Street Fighter Alpha – a High Five with cherries.



Aaagh! Uuargh! Eeengh! Wuuoargh! (Quake)

SPECIAL THANKS

All the above release dates are supplied to us by HMV, which makes them as accurate as you're ever likely to get. However neither CVG nor HMV can be held responsible for any changes made after the magazine has gone to print. So don't complain, okay! Just be grateful to the 'top lads' down at HMV for being so kind in the first place!











1-2 PLAYER





Question: What do you get if you cross a 2D beat 'em up with a load of old Z budget horror movies? Answer: *Night Warriors*! Capcom's monster extravaganza is ready to kick some unholy ass on Sega Saturn!

NIGHT WARRIORS
DARKSTALKERS' REVENGE

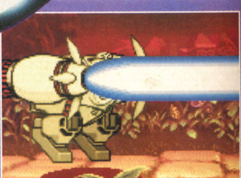
In 1994 Capcom released *Vampire* (*Darkstalkers*), a brilliant horror spin off from their ultra successful *Street Fighter 2* series. Unfortunately, due to stiff competition from the likes of *Super Street Fighter 2 Turbo*, *Vampire* bombed on initial release, and it wasn't until a year later with the superior sequel, *Night Warriors*, that the *Darkstalkers* phenomenon really took off. In actual fact, the *Night Warriors* PCB was just a *Darkstalkers* board with an extra upgrade chip, but that didn't stop the arcade punters flocking to it in undead droves!

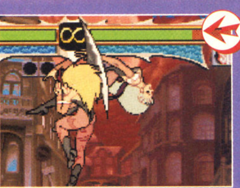


One of Demitri's more powerful EX moves is the Bat Swarm!









ES MOVES

Night Warriors offers a unique twist to super moves with the brilliant ES and EX system. Most of the characters basic special moves (such as fireballs and dragon punches) are ESpecial. Once your Special Meter is powered up (by attacking) you can use a super variant of the attack by performing the standard move action, but with two punch or kick buttons, instead of one.

TWISTED GAMEPLAY!

While *Night Warrriors* undeniably borrows many elements from other Capcom 2D beat 'em ups such as *X-Men* and *Street Fighter 2* (e.g. three punch and kick strengths, best of three bouts, Auto Guard mode etc.), its unique premise allows the game to take these concepts one warped step further. Yes there are special moves and techniques, but not as you know them...

EX MOVES!

On top of the ESpecials, each warrior also has a set of devastating character specific EX-specials that can ONLY be performed when the Special Meter has been charged. EX's are more difficult to perform than ES's, but the spectacular results speak for themselves!







HORRIFIC COMBOS!

The heart of any good beat 'em up is its combo system, as Capcom should know – they invented combos with *Street Fighter 2*! While familiar chains and two-in-ones form the basis of most of the combination attacks, Capcom have made the combo system flexible to encourage gamers to have a go at creating their own custom combos. Any punch or kick can be chained together – provided it is of greater strength than the last hit (and timed right of course), and any ES or EX can be made in to a two-in-one.

CHAIN



Felicia's 34-hit EX is a destructive move par excellence!



Gallon can dash in all directions: up, down, everywhere!

TWO-IN-ONE



For some reason you can't use heavy hits for two-in-ones...



...but you can use any special you like! Have some of that!

A TECHNIQUES EXPLOSION!

ROLL



When your fighter is knocked to the ground, by holding either left or right they can spring to their feet a considerable distance from where they fell.

AERIAL BLOCKING



Just like *SF Alpha*, you can now block in the air. No more embarrassing jumps into fireballs!

POUNCE



First seen in *Virtua Fighter*, the pounce allows you to get in a sneaky extra attack on a downed opponent. Press Up and Kick the moment they hit the ground and Bob's your rather painful uncle.

DASH



Just like *X-Men*, by double tapping the D-pad either towards or away from your bestial enemy, your character will dash in that direction. Dashes are character specific and range from flying (Morrigan) to teleporting (Lei-Lei).

PROJECTILE REPULSION



Fire a projectile (fireball or whatever) a split second after your opponent launches one, and it pushes theirs back towards them! This affects the trend of fireball fights considerably!

SPECIAL THROWS



On top of the usual hard kick and punch throws every character has a special throw, normally activated by a half circle away with punch or kick but sometimes a 360° Spinning Pile Driver motion. These throws offer some of the most spectacular moments of *Night Warriors*, not to mention some of the most painful.

GUARD REVERSAL



Similar to the Alpha Counter, but here it doesn't cost you a Super Meter level! As soon as you see the block connect, do the counter to turn your defensive block into an offensive attack. Split second timing is needed though, and it only works consistently if you can predict the attack.



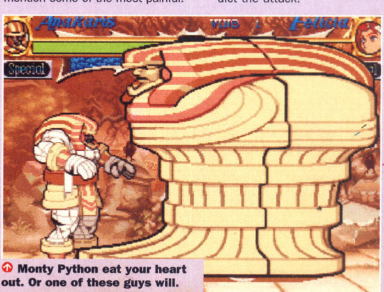
This EX can't be blocked!



Er, a whale in the amazon?







Monty Python eat your heart out. Or one of these guys will.

LEI-LEI – THE AVENGING GIRL

"PLEASE DON'T BE SCARED OF ME"

Lei-Lei is one of *Night Warriors* two new characters, who has transformed herself into a 'Kyunsi' (a Chinese vampire) in order to defeat the Darkstalkers and rescue her mother's lost soul. Her power stems from her costume, from which she can produce a never ending stream of weapons and oddities. Her unusual appearance and moves have made her the most popular *NW* character in Japan, and we reckon she's one of the best too. Her dash allows her to teleport through enemies (or run if she's in the air), while many of her basic attacks hit multiple times.



CHAIN COMBO

A nice simple chain for 8 hits. Timing between the medium and hard is the key.



EX COMBO

Perform the crane drop as you land. The punches won't hit, but the kicks and crane will!

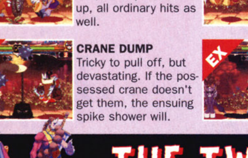





SPINNING BLADE THROW
As you can see, a rather painful experience all round.



ANKIHO
Projectile attacks hit low and high, or go off the screen and fall back down on your enemy to stun! Can two-in-one up close on tall opponents.



MAGICAL SHIELD
A magical shield that repels all projectiles, and, when powered up, all ordinary hits as well.

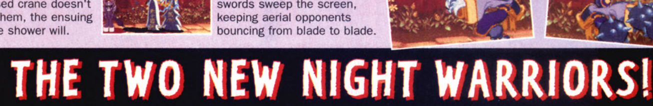


SWINGING DEATH
A Dragon Punch variant that sees Lei-Lei swinging from the ceiling to strike opponents multiple times with the blades of her costume.

CRANE DUMP
Tricky to pull off, but devastating. If the possessed crane doesn't get them, the ensuing spike shower will.



SWORD WAVE
Lei-Lei puts her hands into the ground and a wave of giant swords sweep the screen, keeping aerial opponents bouncing from blade to blade.



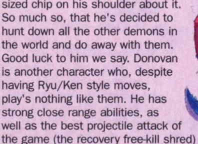
THE TWO NEW NIGHT WARRIORS!



DONOVAN – THE DARK HUNTER

"I WILL DESTROY ANYONE WHO HAS FILTHY BLOOD"

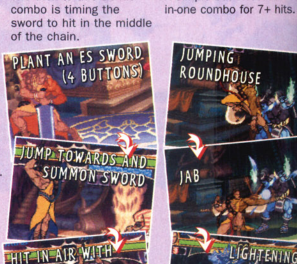
Poor old Don was born half demon, half human, and he's got a right-sized chip on his shoulder about it. So much so, that he's decided to hunt down all the other demons in the world and do away with them. Good luck to him we say. Donovan is another character who, despite having Ryu/Ken style moves, play's nothing like them. He has strong close range abilities, as well as the best projectile attack of the game (the recovery free-kill shred)



KILL SHRED
Press same sized kick and punch strength and Donovan sticks his sword in the ground. Press again to launch it a foe with no recovery delay!

ES COMBO

The trick to this 10-hit combo is timing the sword to hit in the middle of the chain.

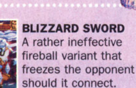


ES COMBO

A simple but effective two-in-one combo for 7+ hits.



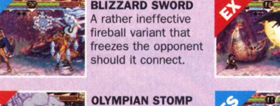


BLIZZARD SWORD
A rather ineffective fireball variant that freezes the opponent should it connect.



DEMON METAMORPHOSIS
Another tough move to pull off in the heat of battle, and one which doesn't inflict that much damage either. In its defence, however, it does look really cool.



OLYMPIAN STOMP
A giant foot squishes anyone underneath it. Use the different kick strengths for different areas of the screen.



LIGHTNING SWORD
Send 20,000 volts through your enemy with a reverse Dragon Punch motion, tapping the button for extra hits! Long recovery time though.



EFREET SWORD
A good Dragon Punch alternative that is best reserved for taking down aerial attackers.



SWORD GRAPPLE
Donovan's special throw isn't a throw at all. And it's not very special. He simply uses his sword to dice the enemy into monster salad.



PYRON – THE ALIEN

"I AM THE RULER OF THE UNIVERSE!"

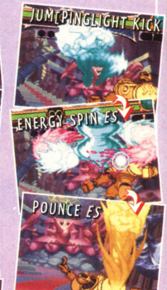
From his home planet of Hellstorm, Pyron believes he is the ruler of the known universe. Made of pure energy he destroys planets just for kicks, but stops at Earth when he spots the bàttles of the Darkstalkers.
Intrigued by their altercations, he makes himself material and goes down to join the fray. Pyron is an easy character to get to grips with, and a powerful one at that, but his lack of combo potential makes him limiting for experienced players.



CHAIN COMBO

A hard hitting chain that leaves 'em standing. So follow up with more abuse.





ES COMBO

The Energy Spin knocks the opponent down long enough to follow up with an ES pounce.







COSMIC DISLAPTION EX
Pyron's one EX is a bit of a let down. Sure it looks nice and all that, but it doesn't inflict that much damage and can be spotted coming a mile off.



ENERGY SPIN ES
A Hurricane Kick derivative that can only be performed in the air.

PLASMA SLAM
Pyron's special throw is a cheesy Pile Driver attack that gains advantage over almost every other move. An aroma of fromage precedes it.



ZODIAC FIRE ES
A dragon punch move that goes horizontally as opposed to vertically! What's the world coming to?

SOL SMASHER ES
Another fireball attack that conforms to the vector theory. Pyron's balls are rather large and so tricky to avoid. He can also fire them from the air!



TELEPORT
Well, what kind of boss would he be if he couldn't use the old M Bison teleport and throw cheat?

CONTROL THE BOSSES IN NIGHT WARRIORS!

PHOBOS – THE ROBOT

"ENEMY TERMINATED > OK"

Phobos is one of thousands of giant robots built by an ancient civilisation to protect them during a titanic supernatural war. When the war finished, the robots where consigned to a cave in Mexico, but now centuries later, one of them has been mysteriously re-activated..
Phobos is a lot like Sentinel from *X-Men* – a lumbering cumbersome giant who specialises in long range attacks. Interestingly, he can also control the downward arc of his jumps.

EX COMBO

If the light punch connects, the next 27-hits are guaranteed.









CHAIN COMBO

A surprisingly good 6-hit chain for a character generally ineffective up close. Follow up with a pounce for good measure.





ELECTRO-MAGNET THROW
Phobos draws his opponents in on a giant magnet, twiddles them around and shoots them into the sky. Powered up he also slams them around a bit first.



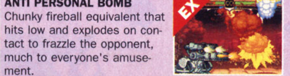
LASER BEAM
A Cyclops style fireball beam that hits high, low and straight up.



AIR GUARD GUN
A light beam is fired into the air, and anyone who jumps across it receives multiple high calibre rounds to their unprotected rear!



HANG 'EM
An electro hook hangs the opponent in the air. Combine with other attacks for best results.



ANTI PERSONAL BOMB
Chunky fireball equivalent that hits low and explodes on contact to frazzle the opponent, much to everyone's amusement.



CANNON
Phobos transmutes into a huge cannon to deliver a vast high tech firepower punch!



DARE TO COMPARE

There are currently two other Capcom beat 'em ups doing the rounds on the Saturn (*X-Men* and *Street Fighter Alpha*), both of which are excellent games and come thoroughly recommended by CVG. Yet, despite being the same type of game, *Night Warriors* is noticeably different. The imagination and detail in the design of these characters really does create a new world of fighting. See for yourselves.

CONTROL FREAK!

As anyone who's attempted to play *SF Alpha* on the PlayStation will sympathise, the diagonal free Sony pads are not the most thumb friendly pieces of apparatus going. Thankfully, Sega's pads are small wonders of engineering and allow for pain free precise six-button control. *Night Warriors* features an in-game options screen which allows players to configure any attack to any button, even providing a three button in one option for those looking for easy ES's.



SF ALPHA





▲ A bog standard uppercut. Nice biceps, but little else to impress.



▲ Ryu's super fireball. You know it, you love it. You've seen it before.

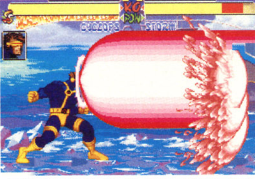


▲ Birdie throws with his chain.

X-MEN CHILDREN OF THE ATOM



▲ Now this is better. A whopping great big sword.



▲ Cyclops Optic Blast! Impressive indeed Still sane dammit!



▲ Collosus gives it some wellie. Nice.

NIGHT WARRIORS



▲ The words 'very' and 'weird' spring to mind.



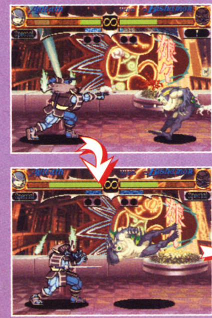
▲ Aulbath summons a tidal wave!

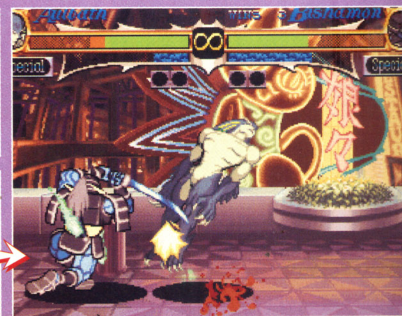


▲ Erm...

MY FIREBALL WON'T WORK!

Not only does *Night Warriors* look completely different to *Street Fighter Alpha* and *X-Men*, but in the case of many of the characters, it plays differently too. Entirely new control techniques must be learnt, particularly when fighting with specialist characters like Anakaris or Bishamon. For instance, Anakaris can swallow an opponents projectile and then spit it out for the rest of the round like it was his attack! Bishamon has a Mortal Kombat style sword hook that can be followed up with one of two options.







MORRIGAN COSTUME CHANGE

When you win a round with Morrigan hold down all three kick buttons and she'll change into some natty duds.

COMMENT

It's clear that Capcom put their heart and soul into developing *Night Warriors* for the arcade. Likewise this Saturn conversion will go down in history as one to beat. *Night Warriors* marked a major step-up for Capcom's portfolio: *Darkstalkers* previewed the incredible cell-animation style which defined *X-Men* and *SF Alpha*, then *NW* tightened up the outrageous gameplay. What we're left with (and full animation in the Saturn version makes it an exact carbon copy) is arguably the most accomplished 2D fighter Capcom have ever produced. Yes, in spite, or maybe because, of *SFA*'s popularity, many hardcore players stand by *NW* as superior. And who am I to argue?

PAUL DAVIES

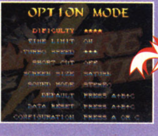
HIDDEN GOUKI!

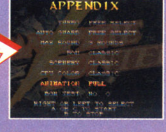
Before you get too excited, the great pony tailed one is only present in statue form as one of the many bric-a-brac items that Lei-Lei throws from within her costume. These also include the Capcom pin wheel symbol, Vega's claw, Chun Li's wrist band and even a Bonsai Tree.

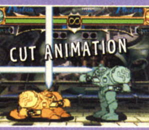
CODES, CODES, CODES!

ORIGINAL BACKGROUNDS AND FULL ANIMATION!

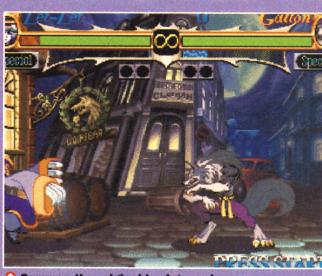
On the options screen, move to configuration option and input on pad 1: **B, X, Down, A, Y** (Anakaris' Sarcophagus drop). If you've done it correctly, an extra 'Appendix' option should now appear at the bottom of the screen, and from there you can select the original Darkstalker's music, backgrounds and colour. Even better you can select to have full animation on in same character battles (e.g. Phobos vs Phobos).











Summon the original backgrounds. Cool cheat or what?

COMMENT

When *Night Warriors* arrived in our office, we were under the grip of *X-Men* and *SFA* fever, and on first impressions this game paled. After all, why waste time with unknown horror characters, when you can play as superheroes or street fighters? I'll tell you why – for the most ludicrous fighting you've ever experienced! These characters are so supernatural in their moves, that at first you can't even tell when you're pulling off a hard kick. But once you adapt to it, you realise that beneath the OTT surface is a finely-tuned fighting game that may even match *SFA*! I prefer *SFA* and import *X-Men* over this, but really, only personal taste can separate these awesome titles.

TOM GUISE

OPTION MODE

DIFICULTY	****
TIME LIMIT	ON
TURBO SPEED	********
SHORT CUT	OFF
SCREEN SIZE	SATURN
SOUND MODE	STEREO

GIVE ME SOME SPEED!

On the options screen move to the Turbo option and input on pad 1 : **X, X, Right, A, Z** (Gouki's fire cracker from *Alpha*). The Turbo option should now stretch to the mad cap **10 stars** mark for light speed conflict!

REVIEWER

After a quick glance at these pages you'd be forgiven for thinking that *Night Warriors* is little more than *Street Fighter 2* with monsters. And initially it does appear that way. But scratch beneath the surface and you soon start to realise that there's much more to it than that. Capcom have collected together all of the best gameplay features from innumerable other beat 'em up sources, then injected a large dose of twisted imagination into the proceedings. I still can't believe some of those EX's are real! Yet despite the outrageous moves, the mechanics and characters are all finely balanced, and continued play rewards with an abundance of depth. Yes, fighting games are a niche market. Yes, the monster premise isn't going to appeal to everyone. But when a game arrives that combines the spectacular visuals and speed of *X-Men* with the fluidity and precision of *Street Fighter Alpha*, it's time for beat 'em up fans the world over to celebrate. *Night Warriors* is brilliant!

DANIEL JEVONS

NOW LOADING!

Night Warriors sets an all time speed record in fighting game loading times, with all the appropriate data loaded in a mere matter of seconds. Almost unnoticeable. Unlike PlayStation *Alpha* where you can almost make a cup of tea.

NOTE: We previously covered this game under its Japanese name of Vampire Hunter.







We'd argue that this is Capcom at their most hungry for success. And the evidence of this quality oozes from every pixel. Wow!







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If there's one thing better than sport, it's sport with a touch of violence. If there's one thing better than violence, it's violence with a touch of sport. Time to thank the mighty Sony, methinks.



It's no exaggeration to say that we've had absolute bucket-loads of sports games on the PlayStation, but for all the basketball, golf, and soccer simulations we've had, the all-American favourite, Ice Hockey, has remained untouched. Until now that is... Yes it's time to sharpen your skates and polish your helmets, as Sony themselves unveil their latest sport offering, complete with sampled crowds chanting, impressive 3D skating rinks, and those funny tunes they play on the organ every now and then.

THE BIG MATCH

[FACE OFF]
Each game starts with a brave referee standing in for the initial Face Off. The puck is then dropped between the two forwards who attempt to steal it away while simultaneously causing as much damage as possible to their opponent's knees.

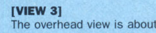
[GOAL!]
And it's an early goal for Detroit! A bullet from Sergei Fedorov, with assistance from Sheppard and Coffey. It's easier to score using first time hits from passing manoeuvres than with individual heroics. There's no 'I' in team. Or something.

[PENALTY]
Ooh! And that's gonna' hurt! One minute Fedorov is the hero, and the next he's off the ice for interfering with the opposition's keeper. Of course, you can always turn the penalties off... and then it's clobberin' time!

[IN GAME FACE OFF]
Following any stoppage (ie. penalties, icing, the puck flying off into the crowd, etc.) the referee calls for another Face Off. This is where you'll suffer if you've only three players in the rink. You might win the puck, but what you gonna' do with it?

LOOK AT IT THIS WAY

[VIEW 1]
One of the best views to play with is from the high isometric camera. Not only do you get to see all the action, but the height allows you to keep track of all your players' positions.



[VIEW 2]
The camera on the ice level offers some incredibly dramatic views, but isn't always the most practical in use simply because it's hard to follow your team mates' movements in play.

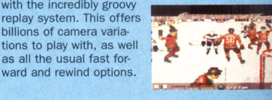




Slap shot to the forehead!

[VIEW 3]
The overhead view is about a simple as it gets, offering a good combination of height and simplicity. If you don't like your cameras panning all over the shop, you might like this.

[REPLAY]
If you want to go bonkers, why not muck about with the incredibly groovy replay system. This offers billions of camera variations to play with, as well as all the usual fast forward and rewind options.



COMMENT

When I first got *NHL '96* up and running I thought I was in for simple Mega Drive-style hockey shenanigans. Thankfully, after a couple of minute's play, it becomes obvious that there are lots of hidden treats just waiting to be discovered. There's nothing particularly clever or complicated about *NHL*, it's just down to good old fashioned game play and handling. The momentum, inertia, gravity, and overall physics of the game are spot on, leaving you with an entirely satisfying feel of realism as far as slinking around the rink goes, while the presentation throughout is also highly commendable. The inclusion of detailed team data bases means that the game should appeal to die-hard hockey fans and puck virgins alike, so get hold of a mate, sort out passing and first time shots, and prepare for fun on a major scale!

MATT BROUGHTON

FOR YOUR INFORMATION

It's not all action, you know. You can also compare teams head-to-head, check the team's schedule, interrogate the player database, and even create your own players.





[STATISTICS]



[CALENDAR]



[PLAYER CARDS]



[CREATE]









If you like ice hockey, you'll love this. Even if you don't, it's still a bloody good arcade game. Excellent fun.



PlayStation

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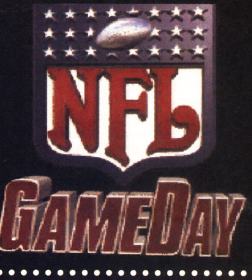
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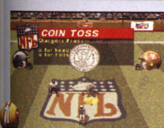


While *NHL Face Off* offers fisticuffs dressed in a subtle, less-obvious disguise, Sony's other new sports release goes for a more planned style of violence. Two teams out to smash each other squarely in the head? It can only be *NFL Game Day*!

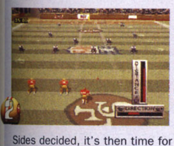


Fair to say that the majority of people watching American Football haven't got a clue what's going on. Of course, this could be completely wrong and we have just made complete arses of ourselves. But we're willing to bet a few brussel sprouts that there are at least a few readers secretly confessing as we speak. But let's be honest, it hardly makes things easy, does it? Forty five players on each team, but only 11 on the field at any time. Four 'downs' to make 10 yards without fumbling or being 'sacked'. Just what the hell are they on about? Well there's only one way to find out without leaving the armchair — and that's to play Sony's new NFL game. Er... hut, hut, hut.

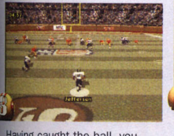
GET DOWN!



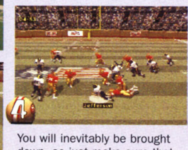
Each game starts with an all-deciding toss of the coin.



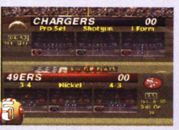
Sides decided, it's then time for the kick off. Simple stuff this — just stop the power bar and direction meter when and where you want them.



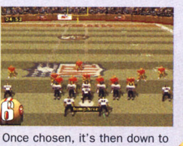
Having caught the ball, you then have to get as far back up the field as possible. Here you need to make use of speed bursts, dives, and all the 'fending off' buttons.



You will inevitably be brought down, so just make sure that you've at least got a fair way up the field before being crunched to the ground.



You now need to choose your play. There are tons of these to choose from, and it's here that your knowledge of the game will become the most important factor.



Once chosen, it's then down to you to carry out the play as best you can, either running or passing as directed by the play. Alternatively, you can select the 'coach' mode and let the computer play out your selection.



You can watch the game from one of the different cameras on offer, so make good use for the best view possible in each situation.



And here's the ultimate goal — a touchdown. You can attempt to run the ball into the scoring zone, but it's easier to throw it over the opposition.



And why not add insult to injury with a decently placed kick? You'll only get a single point for this, but what the hey!

WHATEVER THE WEATHER

There are a number of different weather conditions to play in, but being hardened professional, these boys don't care at all.

TODAY'S FORECAST
SUNSHINE
RAIN
SNOW
WINDY





COMMENT

Ultimately, the appeal of *NFL Game Day* is down to how much interest you have in the sport itself. While Sony's *NHL* can just be played for the fun of it, to get anywhere in *NFL* you really need to have your head screwed on. The hardest part is becoming familiar with all the offensive and defensive calls. Some are obvious — defending against attempted place kicks — but otherwise it's all trial and error. Of course, this is where experienced football viewers will have no problems, but it doesn't exactly welcome you in to start with. The 'coach' mode saves the game from being too user-unfriendly, as you can become familiar with the various plays without doing too much damage does. This allows you to simply pick the play and then let the computer do it's best to finish the job. *NFL* is no way as much fun as *NHL '96*, but remains a competent sports simulation.

MATT BROUGHTON

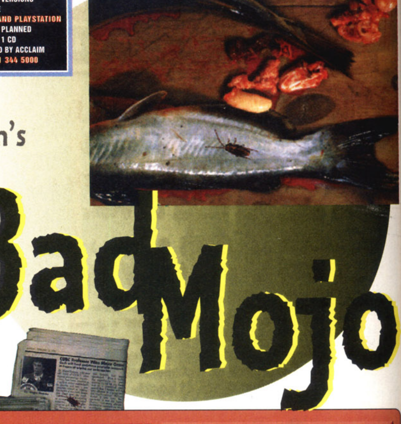
RATING



Not exactly a 'pick up and play' game, but one that offers reasonable rewards with time.

REVIEW





Bad Mojo

It's dark! It's disturbing! It's downright disgusting! It's Acclaim's new interactive adventure, *Bad Mojo*!

Ever wanted to view life through the eyes of a bug eyed cockroach? No, neither have we. But that hasn't stopped Pulse Entertainment from making a game about it! In *Bad Mojo* you play the part of Roger, a low-life college professor who is mysteriously transformed by a magical amulet into the aforementioned creepy crawly.
As Roger it's your mission to guide the rambunctious roach around the seedy apartment building where he lives, searching for clues as to his condition, and more importantly, a way to return to his original form.

MAPPED!

Most of the action in *Bad Mojo* is viewed from a top/down flip screen perspective, with Roger traversing a series of disgusting household locations all rendered in sharp Super VGA graphics. To make things even more realistic, every screen is specially image mapped to convey height and depth on the various objects. What this means is that the animation on Roger changes as he clambers up and over an obstacle, making the background seem far more solid and interactive. Ace!







TEST DRIVE A ROACH TODAY!



In *Bad Mojo*, pest control couldn't be easier. Simply use the cursor keys to move Roger in any one of eight directions... and that's it! The animation on the roach is incredibly realistic, as Roger skitters across filth-laden floors and table tops in a horribly convincing manner. Of course, being a mere cockroach, Roger is distinctly limited in the ways he can affect his environment, so a cunning manipulation of everyday household items, such as cigarette butts and beer bottle tops, is required to progress.

MYSTIC SMEG!



On your travels you will come across a number of other 'domestic' creatures, most of whom will try to kill you, but some who will aid you in your quest. Whenever you move onto on of these 'eye' symbols, a nearby creature will psychically connect to you and impart some valuable advice in the form of a rendered cut scene. Very handy.

GOOD MOJO?

As Roger explores the various locations he triggers a variety of FMV flashback sequences, cleverly blended into the background (e.g. newspaper article will come to life), and the player must then use these snippets of information to piece together the jigsaw puzzle of Roger's life. For an 'interactive adventure', *Bad Mojo's* story is really quite good, and after just a few hours play you begin to realise that Roger's metamorphosis is actually the best thing that ever happened to him!





COMMENT

When I first heard that Acclaim were publishing a new 'interactive adventure' I immediately dismissed it as the usual FMV rubbish. However, I'm glad to report that my fears were completely unfounded. *Bad Mojo* is both entertaining, disgusting and (gasp) original in equal parts! The animation on Roger is flawless, and the photo-realistic environments really do give you an impression of what it's like to view the world through the eyes of a cockroach. It has to be said that the game mechanics are somewhat limited, but for once the intriguing storyline and spooky atmosphere actually make up for this deficiency. Even the music is good! My only real criticisms of *Bad Mojo* are that, firstly, the play areas are so vast it takes a long to get from A to B (I suppose that's what its like for a bug), and secondly, the experience is a short one. But with production values this high, that's only to be expected.

DANIEL JEVONS







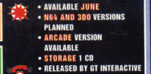


An original and entertaining adventure, with a lot to offer. Just don't play it while you're eating!


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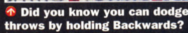
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ULTIMATE MORTAL KOMBAT 3

The best conversion of the best game in one of the most popular series of beat 'em ups. But there's no depth to *Ultimate Mortal Kombat 3*, right?

There are many people who hate the *Mortal Kombat* games simply because they're popular. These people try to make out that there's no depth to the game and that it's just full of gory gimmicks, then they go off and play their SNK beat 'em ups and ignore everything to do with *MK*. Funnily enough, these people are missing out on a great game. The latest in the series is far superior to any other *MK*, with loads of hidden features, humourous extras and tiny nuances to learn and discover. CVG has always given you the best coverage of *UMK3*, so why stop now?





Did you know you can dodge throws by holding Backwards?



The most popular *MK* character is back! Scorpion's pretty much the same as ever, but he's still cool!

TOASTY!

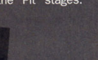
The "Toasty!" head (Dan Forden, sound bloke for *MK3*) still appears occasionally, usually after a good combo, but there's now a way of summoning him! When a "Pit" fatality has been performed in Scorpion's Lair, hold HP on both controllers to call him up! If, however, you hold Run on both controllers, Shao Kahn will say "Crispy!". You can also hold HP AND Run on both controllers to get the "Toasty!" head AND Shao Kahn to say it at the same time!

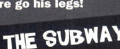


MULTIPLE PITS

Four of the Kombat Zones in *UMK3* can be used to finish opponents. Each character has a special "Pit" fatality which works on any of the "Pit" stages.

















THE BELL TOWER

THE PIT 3

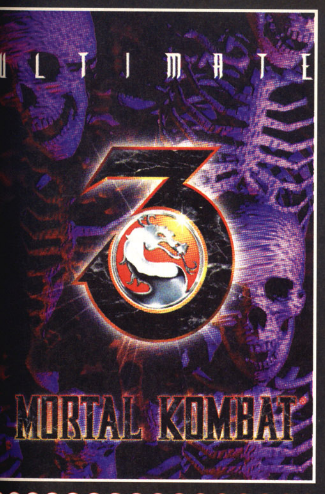
THE SUBWAY

SCORPION'S LAIR

There go his legs!

NEW

REVIEW



ANY MORE FIGHTERS?



As well as the three Ultimate Kombat Kode characters – Mileena, Ermac and Classic Sub Zero – there are two more characters. Noob Saibot and Classic Smoke are both in the demo sequence and available as opponents, but until recently we haven't been able to access them as playable characters. To get Classic Smoke, select regular Smoke, then hold HP, HK, Run, Block and Backwards until the fight starts.



Noob Saibot's in the intro, but as far as we know, he's not playable.



Classic Smoke's moves are very similar to Scorpion's.



He can use the Harpoon, Teleport Punch and Mid-Air Throw.

THREE MODE COMBO!

There are three different modes of play available, meaning that "Winner stays on" games can be avoided when there are lots of people about.



MORTAL KOMBAT

This is the basic arcade game, where one player can fight their way up one of the four battle plans to Shao Kahn, or two players can compete in a regular Vs. battle.



4 PLAYER 2 ON 2 KOMBAT

There are two teams, each consisting of two fighters. The first character in each team have a fight, and when one dies the other team member takes over. It's just as much fun with only two players – each player having two characters.



8 PLAYER TOURNAMENT KOMBAT

Here, eight characters are chosen and put in a playoff-like series of knockout fights until one player is victorious. The winner gets to choose one of Shao Kahn's treasures as a reward.







The "E" on the map is an endurance match.



After the enduro match comes Motaro. Eeeek!



Finally, the mad Shao Kahn!



UM-COMBO! UM-COMBO!

CHAINS + JUGGLES

Combos (combination attacks) are split into two main groups – Chains and Juggles.

Chain

CHAIN combos are similar to those in *Street Fighter Alpha* or *Vampire Hunter*, whereby a specific sequence of attacks is hit quickly when standing close to an opponent. For example, playing as Sheeva and tapping HP, HP, LP, HK, HK, LK, B+HK will perform this combo:










Juggle

JUGGLE combos catch opponents repeatedly in the air, meaning that they can't block the attacks. They are often started when someone is jumping towards you, but can be set up with certain attacks or combos. These combos – often known as "Initialisers" – knock opponents into the air, leaving you on the ground without recovery time – meaning that there's plenty of time to start a juggle combo.

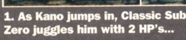


1. As Kano jumps in, Classic Sub Zero juggles him with 2 HP's...

2. As he's falling, he's frozen...

3. Then hit with an uppercut...

4. And followed up with a slide!







1. Liu Kang's new 3-hit uppercut combo knocks Mileena into the air...

2. This can be followed by a jumping kick...

3. Then an instant Mid-Air Fireball..

4. And finally, a Flying Kick to juggle them!

CHEEEZY!

In "regular" *Mortal Kombat 3*, Smoke was a hidden character and, as such, had a small bug – it was possible to perform a 100% damage combo (LP, Harpoon, LP, Harpoon, etc.)! This has been removed for "*Ultimate*", but we've found one for Ermac! Simply uppercut an opponent, catch them with the Slam, uppercut them, Slam them, and so on!



Get someone with an uppercut and they're yours!



Time the Slam to perfection so as to catch them...



Then Slam...Then Uppercut...and so on...



As they bounce towards you, uppercut...



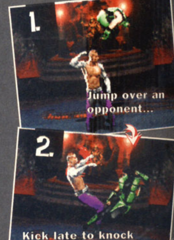
Until they die! Fab!



Shang Tsung can turn into the Ostrich from Joust – as seen in Williams Classics!

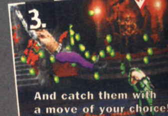
GET 'EM IN THE BACK!

In *Street Fighter Alpha*, one of the best ways to start a combo is a "Cross-Up" kick, whereby you hit someone from behind their block. This isn't possible in *UMK3* as the block button means that opponents defend from both sides at once, but a variant of this is often used to start simple juggle combos. By jumping over the other player and hitting a kick button as late as possible, they will the thrown slightly into the air, while you'll land straight away, giving you a big advantage.



1. Jump over an opponent...

2. Kick late to knock them into the air...

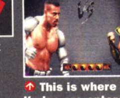


3. And catch them with a move of your choice!


computer and video games
SEGA SATURN
KITANA
A fairly easy juggle combo.
JUGGLE
6 HITS 15% DAMAGE
1.LIFT 2.JK 3.FAN 4.HP,HP 5.JK 6.SWEEP
JADE
The CPU's favourite chain.
CHAIN
7 HITS 20% DAMAGE
1.HP,HP 2.D+LP 3.D+LK 4.D+HK 5.D+LK 6.B+HK
ERMAC
A useful 5-hit chain combo.
CHAIN
5 HITS 22% DAMAGE
1.HP 2.HP 3.B+LP 4.B+HK 5.B+LK
MILEENA
A nice, quick 6-hit chain.
CHAIN
6 HITS 30% DAMAGE
1.HP 2.HP 3.HK 4.HK 5.U+LK 6.U+HK
SCORPION
A defensive juggle/chain.
JUGGLE
7 HITS 42% DAMAGE
1.HP,HP 2.SPEAR 3.HP 4.HP 5.HK 6.B+HK
REPTILE
A tricky, but good initialiser juggle combo.
JUGGLE
7 HITS 25% DAMAGE
1.HP 2.HP 3.D+LP 4.DASH 5.HP,HP 6.JK 7.SLIDE
CLASSIC SUBZERO
Another Juggle into Chain combo.
JUGGLE
7 HITS 21% DAMAGE
1.JK 2.FLOOR ICE 3.HP 4.HP 5.LK 6.B+HK 7.F+LK
REVIEW

KOMBAT KODES

There are plenty of new Kombat Kodes in *Ultimate MK3*. All of the original Kodes work as well as the new ones, meaning that there are now loads to be found. Background select Kodes are the most common, but more interesting ones are available – Fast Uppercut Recovery, Silent Kombat and Throw Encourager, for example. There are also a few which only work in "2 on 2" mode only.



This is where the Kodes are entered.



Get mad quotes with Kombat Kodes!



This code *really* encourages throws.



Here's an example of Throw Encourager.



Here's the revision number. Wow.



Ignore these evil messages! Lies! Lies!

FROSTY?



Not many people know this! If your opponent is really low on energy and you freeze them, Dan Forden will pop up and say "Frosty!". If you don't believe us, perform a Mercy, then freeze your opponent.

ULTIMATE KOMBAT KODES

Whenever it's Game Over, this Ultimate Kombat Kode screen appears. There are three "Kode" spaces – one for each of the hidden characters – though they have been changed from the arcade version. They were originally ten boxes long, but they are now only six – meaning that they've got to be worked out again. Bummer!



Enter the hidden Kodes to get the hidden characters.



IS THAT IT? A FEW NEW CHARACTERS?

As well as eight new characters and a few new backgrounds, there are quite a few more subtle changes to *Mortal Kombat 3*



Liu Kang can perform a new 3-hit uppercut combo which is great for setting up juggles. Simply tap HP, HP, B+LP to knock people high into the air!



Liu Kang can't move straight into a combo after performing a Bicycle Kick! There's now enough delay for an opponent to block before the combo starts.



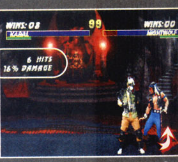
Kung Lao can attack with a punch as he's reappearing from a teleport, meaning that combos can be started VERY quickly, rather than him being left wide open until he lands.



Sonya's also got a new uppercut which can be used in combos to make initialisers! A 5-hit using this is HK, HK, HP, HP, U+LP, which hits opponents high enough to start jump kick juggle combos!



Smoke and Sektor's Teleport Punches now hit opponents higher than before, making it easier to catch falling opponents with extra hits. It also changes the timing for their existing juggle combos starting with the Teleport Punch!



A lot of the damage ratings for combos have been changed. Most notably, Sub Zero and Kabal's simple high combos have been drastically weakened, meaning that new ones have to be learned. It's time to forget that Sub Zero 6-hit and get onto juggling!



Every character can start a basic chain combo with a jumping punch. The combo has to be performed slightly quicker than usual, but the extra hit will always add 10% to the total damage. Some combos are also altered when the punch is added – for example, one of Reptile's uppercut initialiser combos is ruined as the Suction Globe move is disabled for a vital split-second!

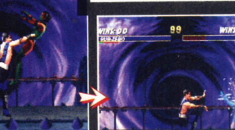
HELP CORNER



If you freeze someone in the air and don't know what to do, try this little tip out.



2. Tap HP and instantly perform another Ice Shot (D, F+LP).

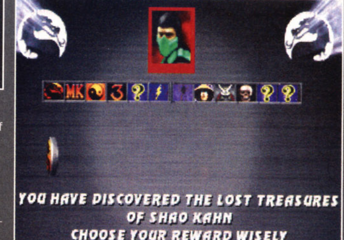


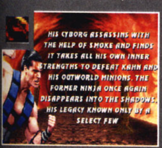


You'll freeze your opponent again, enabling you to start a decent juggle combo or just perform the basic Uppercut-Slide sequence!

I AM THE MASTER!

When the game is completed, this screen appears with a message asking you to choose one of Shao Kahn's treasures. If the game's finished on the easiest level, only four of the treasures are selectable – but if it's finished on the new "Supreme Master" difficulty, all twelve are available. It's not much fun to finish the game and pick a rubbish one by accident, so we've worked out what they all do for you!





TOURNAMENT OUTCOME
See the proper ending story for your character.



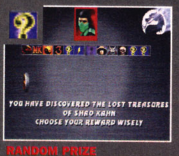
SECRET REALM
Play the hidden game of *Galaga*.



BATTLE WITH ERMAC
Obvious – try to beat Ermac over two rounds.



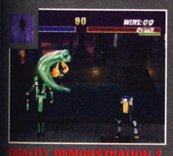
FIGHT DEADLY WARRIOR
A two round fight against Noob Saibot.



RANDOM PRIZE
The CPU picks a random prize for you.



FATALITY DEMONSTRATION 1
See one fatality each for a few original characters.



FATALITY DEMONSTRATION 2
See one fatality each for more characters.



FATALITY DEMONSTRATION 3
See one fatality each for the new characters.



NOOB/ERMAC ENDURANCE
Fight an endurance match with Noob Saibot and Ermac.



NOOB/SUB ZERO ENDURANCE
Fight an endurance match with Noob Saibot and Classic Sub Zero.



SUPER ENDURANCE
Fight an endurance match with Noob Saibot, Ermac, Classic Smoke, Classic Sub Zero and Mileena!



SUPREME DEMONSTRATION
See EVERY fatality for all the characters, old and new. It lasts ages in the arcade and even longer on Saturn!







Random Select is the same as always. Highlight the default character, hold Up and press Start. A real *Mortal* master can win every time with a random character.

COMMENT

I won't pretend to be an obsessive *Mortal Kombat* nutcase like Ed. Good as the 16-bit *MKs* were, they didn't appeal to me enough to make me explore them fully. In fact, the first version to demonstrate what I thought a *Mortal Kombat* game should be like, was PC-CD *MK3*. Tall characters, hyper-fast popping combos and thundering sounds made it an awesome experience. Something the lame PlayStation PAL version failed to replicate. Saturn *UMK3* has all those vital ingredients again. Ed loves it 'cos it's *UMK3* with all the new features. That element's lost on me. I love it 'cos the fights are fast, fun and totally hilarious – and my skull feels like it's going to split when I get punched through the ceiling. Even non-fans may be surprised.

TOM GUISE

REVIEWER

I've followed the *Mortal Kombat* series closely right from the start, and my thoughts on the series have changed along with the games. *MK1* was a novelty, *MK2* had lots to learn, and *UMK3* is at last a truly great game. It's nowhere near as deep and as clever as *Street Fighter Alpha* or *VF2*, but it's got it's own set of charms combined with quality gameplay. The graphics are pretty much the same as the arcade, with most of the animation being the same, and the sound effects and music are excellent. All of the features from the arcade game are also included – except the intro featuring quickly-cut scenes of the game. One down side – the loading times are much quicker than the PS, but still cause problems when Shang Tsung morphs during a fight. If anyone's looking for a serious 2D fighting game, it's got to be *Street Fighter Alpha* or *Vampire Hunter* (*Night Warriors*), but the more casual player or *MK* fan will love this. Even die-hard fighting fans may be pleasantly surprised when they play it properly...

ED LOMAS



An excellent conversion of a great coin-op. Essential for fans, and something well worth consideration from all Saturn owners.

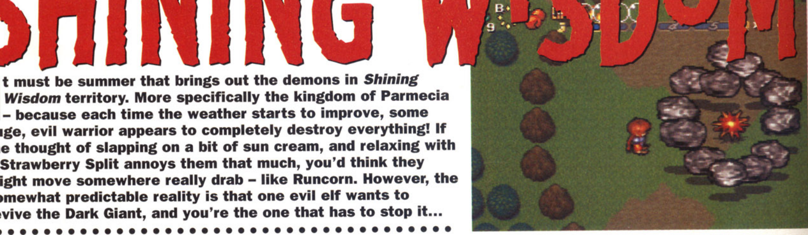


SEGA SATURN	SHINING WISDOM	BY SONIC TEAM
	£39.99 (UK)	1 PLAYER

- AVAILABLE JULY
- NO OTHER VERSIONS PLANNED
- MEGADRIVE AND MEGA CD PREQUELS AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY SEGA NO : 0181 996 4620

Sonic Team, the creative force behind the original Shining Force on the Mega Drive, return with their first Saturn project, and yet another top RPG to boot!

SHINING WISDOM



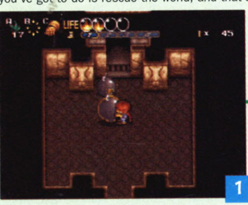
It must be summer that brings out the demons in *Shining Wisdom* territory. More specifically the kingdom of Parmecia – because each time the weather starts to improve, some huge, evil warrior appears to completely destroy everything! If the thought of slapping on a bit of sun cream, and relaxing with a Strawberry Split annoys them that much, you'd think they might move somewhere really drab – like Runcorn. However, the somewhat predictable reality is that one evil elf wants to revive the Dark Giant, and you're the one that has to stop it...

ONCE UPON A TIME

The game starts as you begin your first days work at the castle, and once you've been introduced to the King, he gives you the tedious job of night shift. During the course of this day, a dark mist descends over the castle, and the Princess is kidnapped. You are then sent to rescue her, where you discover that the Dark Elves, and more specifically Pazort, are planning to release the Dark Giant. Morever they've turned the Princess into a swan. All you've got to do is rescue the world, and that's where the adventure begins.

• HOPE YOU'VE GOT A BIG BAG

Games begin at a fairly sedate pace, but once the initial problems have been tackled, more and more of the game opens up for you to wander around. Certain areas require more than just exploring, with items and orbs needed to be in your possession for any progress to be made. Here's where to find some of them:



1

When the Princess is returned to the King, he opens the Treasury containing these gloves. With these on you can pick up and carry bombs.



2

Once obtained from the Vale of Gudo, low rocks and fallen trees can be slid under. Also, secret rooms tucked into sections of rock are accessible with these.



3

Grab them in the Lost Forest for a smart, long range attack to be added to your arsenal. They are capable of taking out more than one enemy per attack.



4

Get these from the Royal Crypt to be able to break through weak sections of floor. They can also kick away blocks of wood and the turtles from the Lost Forest.



5

Only used a couple of times, but allows you talk to the princess when she has been turned into a swan, and the Trenches in the Lost Forest.



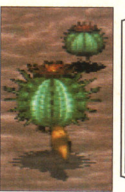
6

Found in the Thousand Year Tree, it lets you climb the vines that connect the branches. You can't attack anything with this on though.

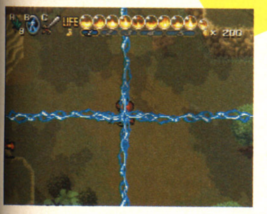


INTO ORBIT!

Finding orbs is the key to success in Shining Wisdom. Without them, the final part of the game cannot be entered and dungeons will remain untouched with sections impossible to reach. However, it's when the magical orbs are combined with other items that they really come into their own.







This is the first orb you'll get, and as well as providing you with a couple of new electric attacks, it also acts as a transporter when combined with the slide boots, and you skid into the lightening panels in the Jump Labyrinth.



Freezing is the name of the game with this orb (as if you hadn't already guessed), but despite its simplicity, it's a vital part of the quest. Bombs, Fireballs and Small sections of water are all susceptible to a sub-zero attack.



Once this orb is safely tucked away into the corners of your inventory, the ability to throw flames becomes another useful ally for you. Oddly-coloured trees can now be burnt down to reveal secret passages for instance.



The last and most powerful orb you'll find, which provides added jump power (better than any of the standard boots) to traverse the bigger and higher ledges that prove to difficult otherwise.



Mars
ITEM [A]
Healing Herb
▶ORB [B]
Freeze Orb
Activates Freeze magic
EQUIP [C]
Nothing

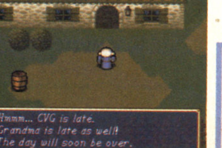
REVIEWER

There can be little debate that *Shining Force* remains one of the greatest Mega Drive RPGs of all time. It has unique fight systems, a massive game area, and is rock hard. All the elements that make a great RPG. So to say I was looking forward to a Saturn version would be a slight understatement. And, despite initial disappointments, I am pleased to say, that it too is up there with *Force*. The biggest problem is that it starts off too slow, and the story doesn't develop quick enough. But, with perseverance, *Wisdom* unfolds into an epic RPG adventure. The levels are varied, and get progressively harder as the game moves along, and you're always finding secrets and new items to test out. Graphically it could be better, but when a game plays like this, looks aren't of paramount importance. RPG fans definitely won't be disappointed.

STEVE KEY



The hero confronts a character named Banbo. He's an early obstacle, and quite stupid.



COMMENT

Don't expect to be bowled over by the presentation of *SW*, but definitely prepare for an involving and ultimately very rewarding adventure. The gameplay is very different to the *Shining Force* games, it being more akin to Nintendo's *Zelda IV* in many respects. So if the strategy-based battle scenes of *SW* are what turns you on, you're better off with *Mystaria*. However if it's character development and intriguing plot details look no further. Another refreshing alternative for Saturn owners to the 'dip in' arcade-oriented releases. And I love it.

PAUL DAVIES



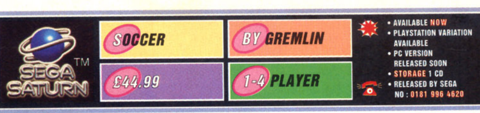






RATING

Shining Wisdom seems to incorporate all the best aspects from other RPGs and shove them into one game. Excellent.





Clap hands, here comes the ball!

What to do with yourself between matches, during Euro'96: just take out the TV aerial, plug in your Saturn and correct all those humiliating England results with the help of *Euro '96* the game!

At the moment the battle for soccer supremacy on the Saturn is being played out between *FIFA '96* and the surprisingly good sequel to *Victory Goal* (currently available on import only). But now, after a few delays, Gremlin have *Euro '96* ready. In case you didn't know it's a modification of their hit *Actua Soccer*, designed to fit in with the championship this summer, and hopefully ride on the belly of footy hype that's already starting to sweep the country.

All of the usual sports sim extras are in there like the multi-viewing angles, the replay facility for a good gloat and the standard plethora of stats. Out in the shops in the last two weeks of May (the championship starts on June 9th), *Euro '96* looks like putting away the last minute winner against *FIFA '96*. And it's even got the elder statesman of commentary, Barry Davies, to celebrate its success.



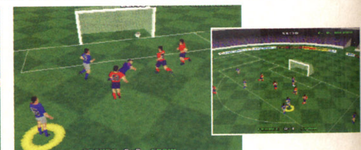
FRESH KIT

While the game engine remains essentially the same, there have been changes to the front end, now emblazoned in blue and white with the Euro '96 logo and Goaliath mascot dotted just about everywhere. Other additions include the all-new sixteen teams in their respective groups, the eight English stadiums to be used for the tournament, some new scoring celebrations, and a general polishing up of the player animation and gameplay.













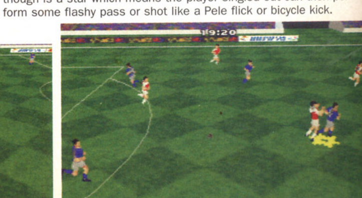
When the marker is star shaped, your player is ready to attempt a real crowd pleaser.

GET IN SHAPE

It is the curse of video game footballers that while they might outrun the other players, they'll never lose that marker under their feet. Oh the omnipotence of the programmer! Unlike most footy games though, Euro '96 sees this marker change shape. A triangle simply denotes that the player is on the ball – straightforward enough. If it changes to a circle it means there is a passing opportunity. If a player is legging it down the wing, it might change to a square denoting the chance of a decent cross. Best though is a star which means the player singled out can then perform some flashy pass or shot like a Pele flick or bicycle kick.







UEFA euro 96

REVIEW



GAULD BLESS THE ENGLISH SHED

Ok so you might think stadiums like the Super Dome or the San Siro are the last word in the modern amphitheatre, but if you want atmosphere you can't beat an English footy stadium with the crowd right in your face. *Euro '96* features all eight stadiums that are to be used in the championship, each of them juicily rendered and perfectly proportioned. What this means in real terms is that the atmosphere will change from one venue to the next. Likewise the size of the pitch. Obviously, this is veering towards trainspotting exactitude, but it's a mark of the extent to which the game tries to capture the spirit of this great sporting event.

VENUE SELECT





STATTO

If you've always been slightly bemused as to how certain people can have such a vast knowledge of football stats, then bemuse no more because *Euro '96* gives you every opportunity to get up to date with those all important squads, dates and scores. Each squad is right up to date, the programmers actually taking advice off some footy pundits to get what they think are the most accurate line ups for each team. There's also information on each teams performance in the Championship since it started in 1960 and on their form in the run up to the championship. It even singles out the players to watch for.



You're not singing. You're not singing. You're not singing any-more! You're not si-hi-in-ging an-ny moooore!!! Aaaaaaaaah!



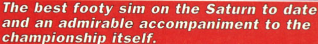
COMMENT

I was slightly disappointed by *FIFA '96* on the Saturn. While it played pretty well, I felt it lacked a sense of atmosphere which is so much a part of football. *Euro '96* on the other hand makes no such oversight. Admittedly some of the thrill comes from knowing that the championship for real is almost upon us, but it is nevertheless impressive to see such an effort made to grasp the whole spectacle. At the foundations this is *Actua Soccer*, although *Super Actua Soccer* might be more appropriate because the animation is slightly smoother and the game easier to get in to than it is on PC and PlayStation. The game logic ensures that if you're playing as one of the best teams in the Championship (you can argue over who) then the ball cunningly played into space is read by one of your equally sharp teammates. In fact, the graduation of standards is well thought out, and thoroughly in keeping with the form of the teams themselves – something which makes the game all the more satisfying to play if you're a stickler for realism. All this combines to make *Euro '96* one of the best games on the Saturn yet, and a marker for the potential still available to make even more classy footy sims.
COME ON YOU LIONS! ROB BRIGHT






RATING



The best footy sim on the Saturn to date and an admirable accompaniment to the championship itself.

UEFA Euro 96
REVIEW

PlayStation | RACING GAME | BY NAMCO | £44.99 (UK) | 1-2 PLAYERS (link)

- AVAILABLE 17TH MAY
- NO VERSIONS PLANNED
- PLAYSTATION PREDECESSOR AVAILABLE
- STORAGE 1CD
- RELEASED BY SONY NO : 0171 447 1600

The second Rave War has begun. And we're on our way to it!

RIDGE RACER REVOLUTION™

Three new circuits, and a two-player link-up option. Faster cars, and secrets so amazing some people thought we were joking. Yup, the *Revolution* is here!

Loyal CVG readers already have a good idea how we rate *Ridge Racer Revolution*: like, it's the greatest thing four wheel experience on the PlayStation! But let's face it, "PlayStation owner + race fanatic = *Ridge Racer*" , no doubt about it. And *Rx3* looks pretty much the same – at least on the page. Still, we know you're dying to hear just one good reason why you SHOULD head right out to secure the sequel. No need to worry – we've got plenty of 'em!



WHAT GOES AROUND...

Revolution is so much more than a sequel. It's a link to an ongoing celebration! Namco's series, both in and out of the arcade, is now a mini culture unto itself. 'More of the same' is seldom an attractive proposition (unless it's Street Fighter or Mortal Kombat), but the *Ridge Racer* team have a knack for elevating the familiar appeal of fast cars and roads to another plane. And to those whom value for money is everything, just look at the custom extras on this year's domestic model:









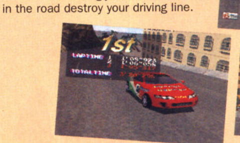
TWO-PLAYER LINK-UP

Dedicated to all those people who don't mind hauling their PS and TV round to a mate's house for the evening. Yes – you can link machines and go head to head. More significantly, do so on the original *Ridge Racer* circuit. Sort of like one and a half games in one (you can't race *RR1* without a second PS).

BIGGER, TOUGHER CIRCUIT

You could recomend *RRR* to your local Martial Arts club as a test of reflexes; it's that manic! Competing in the lower class cars may lull you into a false sense of security, but grade up and your reactions are tested to the very limit: devilish corners set you up for worse ones lurking just behind. Bumps in the road destroy your driving line.







REAR VIEW MIRROR



More than just a nice graphical touch (which it is), the RVM becomes an essential piece of tactical equipment when trying to beat the fastest cars to the line. Blocking a rival's line is a staple manouevre, especially when going for the secret cars.

BEELZEBUB HAS A DEVIL PUT ASIDE

Completing *RRR* once is easy. We make no pretence about that. But making the most of the game's potential is a much more rewarding process. Check out this long list of extras:








Three Super Cars



Back in the February issue, CVG told you about the three secret cars in Japanese version of *RRR*: 13th Racing, 13th Racing Kid, and the White Angel. Skilled drivers may access these in the European version too.

Reverse Circuits



Finish first in all three circuits and the game rewards you by having all cars start facing the opposite direction. Same route. Different approach. But it's uncanny how this switch requires memorising the track all over again.

Mirror Circuits



Finding the Mirror circuit depends on using a cunning maneouvre at the start of a race: Drive a few metres down the road – enough to approach top speed – then about turn. Break through the wall ahead, and voila!







Buggy Boy

Nail all the aliens in the *Galaga '88* load screen, and this 'Super Deformed' (Japanese term for comedy miniatures) version of *RRR* is accessed. All cars handle differently, and the commentator's voice becomes stupidly high pitched!

Dimmer Switch

Complete the Reverse circuits in pole position, and you earn the option to predict the time of day. Usually the lighting fades from bright sunlight to pitch darkness. Here you can freeze time at evening, noon, or nights.

Spinning Points

A neat trick learned by the *Ridge Racer* fan base is to perform 360° turns while racing. Whether Namco intended this is uncertain, but they've honoured the tradition by including secret bonus points in Time Trial mode.



TRANCE CORE

It would be criminal not to mention the awesome tunes that accompany the race action in *RRR*. Here is a collection of some of the greatest tracks ever to enrich the gamesplaying experience. Somehow Namco's musicians have taken all the chaos encountered upon walking into a major arcade site, and compressed these types of sounds into incredible 'rave' anthems. Currently JVC are releasing special remixes of *RRR* tunes on 12" and CD. But we reckon people would still go for such classics as "Feeling Over" as they are heard in game. Turn it up! Turn it UP!





TALKING LOUD

He's back! The crazy commentator from *RR1*. And he doesn't know when to shut up! Aside from his glib comments of congratulations, or commiserations, he is now of some practical use: Whenever a car is moving out to overtake, your host with the boasts urges you to "get ready to block". So you can forgive him from laughing at your performance from time to time. Just.



COMMENT

Whether you own the original *Ridge Racer* or not, *Revolution* is a must-have game on PlayStation. Much has been added to the original formula – the basic gameplay is the same, but survival tricks and custom extras are pretty incredible. This is pure video-game thrills all the way, and I guarantee that anybody bowled over by *RR1* will fall in love straight away with *RRR*. Of course it's not the most realistic driving experience – that's the whole point! *RRR* is all about becoming a driving superhero, even if that means performing the impossible – as the 360° Spin Points highlight. Plus the music is so over-the-top magnificent, it's impossible not to understand how this is a party-time experience. Only one down point to this story is the UK version displays borders above and below the image, and cars look slightly falttened. Still the *SPEED* is exactly the same, so why worry.

PAUL DAVIES





The cars in the PAL version are slightly squashed. Here's how they look. Hardly a big deal now, is it?

RATING






An awesome racing experience. If only the first Ridge Racer wasn't almost equally as brilliant, RRR would be a stand-alone phenonenon!


















£44.99

1 PLAYER

- AVAILABLE NOW
- 3DO, PC VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY BMG TEL : 0171 973 0011

Thou art a young knight called Sir Chancey. Thou shalt descend to a small Hamlet plagued by crimson and frothing mutants.



THE HORDE™

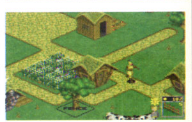
Thou shalt cultivate the land, helping the farmers tend their crops, herding gentle cows in a small field of lush green grass and coaxing milk from their bulging udders. Thou shalt design fiendishly complex spiky pits and fences, form alliances with the realm's finest bodyguards and seek magic beyond measure...Then verily, the season shall end, and thou shalt grab the largest sword that thee can carry possibly stagger under the weight of, and then become a monstrous killing machine, murdering countless red mutations in the name of the King. Tis *The Horde*, gentle reader, and verily it be absolutely top notch!



FURNISH A FARM FAST, FOR FURIOUS FOES ARE FAMISHED!

During your hamlet upkeep, remember to appoint village guards, grow many fine trees and watch for red invaders. Hey, nice pitchfork there, farmer fella!



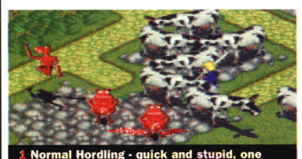




▲ Top cow action, starring some cows.

MEET THY HIDEOUS BLIGHTS, FAIR WARRIOR!

During your quest throughout the kingdom, Sir Chancey initially encounters the following baying beastlings:



1 Normal Hordling - quick and stupid, one strike from the mighty grimthwacker, and they fall into a gibbering heap.



2 Kangaroo - very fast and with a ravenous appetite for farmers, these must be destroyed quickly.

3 Tree dwellers - these cunning chaps can hide in trees, meaning you can soon lose them in forest glens.



4 Troll - slow but very tough, requiring at least five hits, and can kill you with one punch!



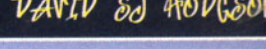
5 Wizard - with teleportation and fireballs, use speed and cunning to dispatch these hordling leaders!

Yet more foul beasts wait for you in distant lands; have you the strength to combat the hideous lizard creatures, or the furry horror of the crimson yetis?

▲ Pay your taxes, or suffer a haircut like this man.

COMMENT

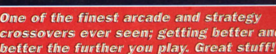
After some distinctly second-rate pokery from Crystal Dynamics, *The Horde* is here. After a cheesy (and sometimes humourous) introduction, you start your 3D isometric game by building up your hamlet, constructing defences thoughtfully, before the Horde come down to play. Pay your taxes to the evil Chancellor, and after four years hard work, the king grants you a less hospitable land to pioneer. Yes, the humour is sometimes a tad too 'American' but the strategy and action gels together seemlessly, and providing you persist with your hamlet and never lose hope.











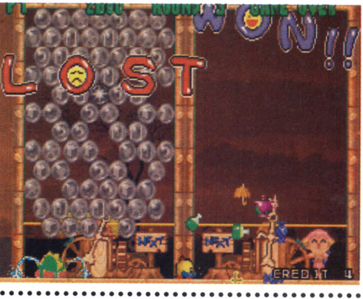
PlayStation

PUZZLE GAME | BY TAITO | £TBA | 1-2 PLAYERS

- OUT JUNE
- ARCADE VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACCLAIM
- NO : 0171 344 5000



BUST-A-MOVE 2



Ever fancied being a dinosaur? Yeh? A dinosaur who fires little coloured gems out of a cannon? No? Oh well.

To the untrained videogaming eye, this might just look like another *Puyo Puyo*-style puzzle game, only upside down and with a stupid name. But to the whirring cyborg viewing lense of a games expert, it means only one thing – *Puzzle Bobble 2* has arrived on PlayStation! With a stupid name. *Bust-A-Move*, you see, is the American title for the game. Why they've called it that over here is a puzzle, (why they've called it that over there is a puzzle too) but hey, we like puzzles. And we like *Puzzle Bobble 2*. Its multi-coloured gem firing gameplay has already proved hugely addicitve in the arcades, and hopefully it's going to do just as well in the home, provided everyone knows what they're looking for. It's *BUST-A-MOVE 2*, ya hear!

CANNON AND BALL!

The average gaming expert might also recognise the two dinosaurs that work your gem-cannon at the bottom of the screen. Yep, it's Bub and Bob from *Bubble Bobble*. Unlike most puzzle games, a certain degree of trajectory aiming is required for success in *Bust -A-Move 2*.



Here's the cannon. Note that it shows you the colour of the next TWO gems to be fired.



Three or more gems have to be stuck together to make them vanish.



Any gems underneath your 'disappearing three' drop off the screen as well.



Fail to complete a stage (the gems pass the bottom line) and you get a helpful 'aiming line' next time around.

PUZZLE GAME!

The gem-firing mode for puzzle purists. Stage after stage, each of varying difficulty, with the aim simply to clear them. This is made all the harder by a gradually descending ceiling, pushing the gems downwards.



Firing that 'joker' gem at that red gem on the left, causes all the red gems to vanish. Instant win!

TIME ATTACK!

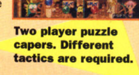
Much the same as the single-player puzzle mode, but hardened puzzlers can now prove their skill by beating the top recorded times for each stage. It's best to study the layout of the gems for a split-second before starting. Sometimes a few well-aimed gems can clear the whole screen. We've completed a stage in under three seconds!



A tricky looking stage, but strategical shots gave us a record time!

VERSUS MODE!

Ever since Gameboy *Tetris* and its link-up cable, puzzle games have become one of the ultimate challenge games. Simply clearing the screen here isn't enough. You have to remove as many extra gems under your 'disappearing three' as you can. This sends them onto your opponent's screen, pushing them to oblivion.



Two player puzzle capers. Different tactics are required.

SAVE YOUR TELLY!

Taito have been kind enough to include a zappy screen saver in the game, preventing a paused image burning into your screen.



COMMENT

The pure gameplay nature of puzzle games has always made them hugely addictive, even when they look as basic as Gameboy *Tetris*. But it's amazing how much impressive presentation and sound can turn such simple games into magical experiences. *Bust-A-Move* is one such example. Its briilliant cutesy Japanese graphics, totally crazy tunes and bizarre sound effects convince you that you're playing one of the nuttiest, mind-bending games ever. And all you're doing is firing gems up a screen! That's what makes *Bust-A-Move* so enjoyable. At first it doesn't even feel like a puzzle game, with aiming seeming more important than lateral thinking, but the more you play, the more you realise how clever it is. Levels can be cleared in record time with skillfully-fired shots, making modes like Time Attack particularly good fun. In fact, this screen-clearing satisfaction makes this a game better played alone than with two people. Either way you play it though, it's brilliant fun.

TOM GUISE

RATING



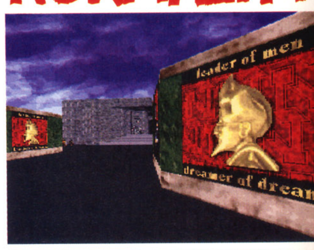


One of the most accessible, most enjoyable, best presented puzzlers around.

PC CD ROM

POINT AND CLICK ADVENTURE	BY GREMLIN	• AVAILABLE NOW • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • PUBLISHED BY GREMLIN TEL : 01142 753423
£29.99	1 PLAYER	

NORMALITY



Yet more point-and-clickery! But coming from Gremlin, the foul creators of *Zool*, can we really expect it to be normal? And where are the Chupa Chups? EH?

Yep, it's yet another terrifying vision of the future. Only it's worse even than the lawless nightmares depicted in the likes of *Escape From New York* and *Blade Runner*. At least in those films the future was exciting. Flying cars, androids, muties living in the sewage system, illegal ring-fights with spiky clubs. That's what we expect from the dark futuropolis that is 30,000AD, motherspankers! Instead though, it seems everything's going to be horribly... normal. Teletext is the main channel, everywhere looks like 'up North', all the shops are shut (that fits into the 'up North' category) and worse, kids speak in American accents. It's scarier even than Dalek Invasion Earth. And that starred Bernard Cribbens. Scream!



WELCOME TO THE FUTURE!

The aim of *Normality*, at least to start with, is incredibly simple – get out of your flat! You play a youth called Kent who, after behaving abnormally (he was caught whistling), has been put on a renormalising program. In classic Logan's Run-stylee, he soon meets other like-minded indivduals, uncovers a government conspiracy and learns of a time when it was sunny. Sigh.







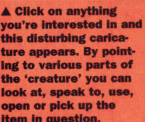
▲ Wandering around, gives the game a much less claustrophobic feel than other point-and-clicks. It's like Duke Nukem, without guns.

THE MONSTER MENU!

Perhaps the most horrific part of this future vision– for some people at least – is that it all takes place in a point-and-click adventure. Fortunately, if there's one thing the future does hold, it's innovation. Welcome then, to an all-new point-and-click menu system, created, it looks, from some genetic dabbling.







▲ Click on anything you're interested in and this disturbing caricature appears. By pointing to various parts of the 'creature' you can look at, speak to, use, open or pick up the item in question.

▲ Also, by clicking on the backpack icon, you can drag out any items collected, and attempt to use them with anything in view. Simple!

FREEDOM!

Aside from the friendly menu-system, *Normality* also makes exploring more fun. No static backdrops to point your arrow at here. Instead, you can wander fully around your environment, looking at anything you want. These 3D sites are neatly linked by some impressive motion-captured CG intermissions..

COMMENT

It's clear a lot of thought and effort has gone into *Normality*. The brilliant FMV opening (matched by plenty of intermissions throughout) sets the scene superbly, both in atmosphere and humour. And the surfer-dude "Woah, totally like far-out" humour is amusing... for a while. Unfortunately it DOES get unfunny, NOT because the jokes get tired, but because they're only funny once. With this style of 'explore-everything-in-the-room' game, you find yourself repeating moves a lot. Hearing Kent exclaim "it doesn't wanna open" in a californian accent for the twelfth (come to that, the fiftieth) time, gets extremely grating. Also, the 'normal' scenario lends itself to a rather actionless plot. A shame because the 3D engine is very impressive. If only it'd been used for more than just exploring. Some people will doubtless love this chugging, humorous adventure, but I just found it a bit dull.

TOM GUISE





The 3D is incredibly smooth, cleverly using a wrap-around effect at times, instead of fleshing out each object.

Definitely Britain. The game subtely prevents you from wandering anywhere you want.

Sometimes.

RATING







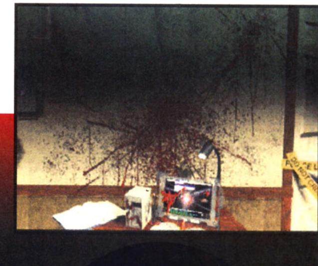


Great FMV, smart 3D, chuckle-worthy humour and good control-system make this a decent adventure. Not for all tastes though.

PC CD ROM

FMV ADVENTURE | BY TAKE 2 | £TBA | 1 PLAYER

• OUT NOW
• NO OTHER VERSIONS AVAILABLE
• SATURN AND PLAYSTATION VERSIONS PLANNED
• STORAGE 6 CDS
• RELEASED BY GAMETEK NO : 01753 553 445

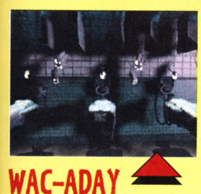


Over 3 hours of video on six CDs, 4 possible endings, loads of puzzles, gore, swearing... and The Penguin!

It's the year 2040, and three women have just been murdered. Not *just* murdered – ripped! Something weird is stalking New York, and it's chosen to communicate with the world via you, Jake Quinlan, a reporter for the Virtual Herald. One of the first characters encountered is Detective Magnotta, played by Christopher Walken – a dodgy cop, but is that all? Who is the Ripper? *What* is the Ripper? It's up to you, Jake.

RIPPER





WAC-ADAY

The WAC is a small computer, carried by everyone who's anyone in 2040. They can be used as video-phones, and are useful for collecting evidence. Items can be scanned into the memory, and looked at again later. I want one.

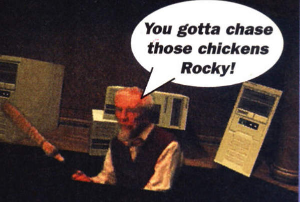




Everyone in 2040 has access to "the net" via a VR headset, and is very useful for getting information – if you know where to look.

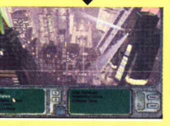
JACK THE RIPER?

This is totally pointless, but amusing nonetheless. If you go into the Ripper directory and type "Riper" by accident, a hidden video clip will play. Accompanied by some jolly music, an apple falls from a tree, goes mouldy...and that's it. The message "Thanks for playing RIPER" appears. Weird or what?



Here's Burgess Meredith. Best known for his roles as The Penguin in the old Batman series, and as ROcky's trainer. In *Ripper*, he plays a mad old guy who's brother's recently been murdered. Nutter!

THE MAP



This is how Jake Quinlan gets around. Any places available are shown on this computer map, and can be selected from the menu. As new places are learned of, they appear on the map.

COMMENT

I like this. Right from the start it has the feeling of a real film, something that nearly ever other FMV game hasn't got. The dark, moody, futuristic atmosphere, as well as the gore and swearing ("F-words" included!) give it an edge not found in games very often. Though the plot develops quickly, there are a few points that make the game feel like *The 7th Guest*, as you fiddle about with silly little puzzles trying to get clues. Having famous people in the cast helps (especially Burgess Meredith (Quak wak wak wak!) and the incredible rendered locations give the game a big-buget feel. It's easy to control – just point and click – up to a point. Because everything is made up of rendered sequences, it's not possible to go everywhere – rather like *The 7th Guest*, but that's where the comparisons should end. It's not everyone's "thang", but is still one of best "interactive movies" available.

ED LOMAS

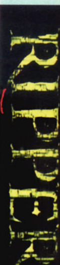
RATING







One of the most movie-like "interactive movies" around. Still not the most interactive thing ever, but a very interesting experience indeed.





TEKKEN 2

FIGHTING	BY NAMCO
UP TO £120	1-2 PLAYERS

- OUT NOW (IMPORT)
- VERSIONS AVAILABLE – ARCADE
- VERSIONS PLANNED – NONE
- STORAGE 1 CD
- PUBLISHED BY NAMCO TEL: 0171 734 7737

This is the one of the hardest reviews any of us have had to write. It's obvious that *Tekken 2* is one of the most popular games at the moment, and this PlayStation conversion is incredibly accurate. But the decision on whether or not to buy the game depends very much on your personal opinion of the arcade version. If you're a fan, this is totally essential. For those who aren't so keen on the game, or have never played it before, it's a bit harder to explain.

Everyone knows the good things: incredible 3D light-sourced characters, excellent motion-captured animation, atmospheric sounds, awesome music, plenty of moves including counters, 25 playable fighters, and the ability to break legs! What isn't often mentioned is that there are bad things too. I was really looking forward to buying my own copy of the game, so that I could spend ages mastering it to eventually collect all of the boss characters, but I instantly found a bug which meant I collected all of them in under an hour. By holding the Down/Forward diagonal and tapping the Right Kick button it's possible to complete the game in under 4 minutes, even on the hardest setting! This is a ridiculous bug to have left in a game – one which any decent playtester should have found. It makes the one-player mode pretty much redundant to have such a lack of computer intelligence. Another thing which annoys is the lack of balance in some characters. For example, King's incredible multiple-break move, ending in his opponent having all their limbs broken, only does slightly more damage than one punch from Paul! Also, the lack of a decent "dash" means that escaping from incoming moves or hopping in for quick strikes isn't really possible, slowing the fights down to a series of attempted combos. To sum up, *Tekken 2* PS is an excellent game, and an absolutely incredible conversion, but it loses the magic because of these undeniable faults. I'd feel guilty recommending a game unconditionally, which I know I won't be playing in a few months' time. **ED LOMAS**



Features such as 'fighter's eyes' make Tekken 2 undeniably impressive. But the gameplay isn't perfect.



X-MEN: CHILDREN OF THE ATOM

BEAT-'EM UP	BY CAPCOM
£44.99 (UK)	1-2 PLAYERS

- OUT NOW
- IMPORT VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORGAEE 1 CD
- PUBLISHED BY ACCLAIM: 0171 344 5000



Finally, Capcom's awesome Marvel superhero beat 'em up gets its UK release. This game blew our minds when we first played it last october. And at that time it was only a pre-production version with six playable characters and atrocious loading time. But we put up with that, because we just HAD to play it! Incredible visuals, blistering sound and gameplay on the verge of madness made *X-Men* an essential Saturn game. And it still is – if you can run the Japanese version. Something, however, has gone horribly wrong with the UK translation. Massive (make that MASSIVE!) borders squeeze the game into widescreen, making the characters pathetically small. This hasn't even been a price of keeping the game's speed up. It runs clearly slower too. If we were to review the import version tomorrow, it would score a High Five. Even with all these tragic faults, UK *X-Men* still scores well, but a grade-A Saturn title has been lost. **TOM GUISE**



The oblong screen-shape of PAL X-Men. Iceman's ball looks like an egg.



TOY STORY

Who said 16-bit was dead? If nothing else, *Toy Story* proves that you don't necessarily need 32-bits to create Next Gen-quality software, just talent and hard-work – one thing's for sure, this certainly makes the likes of Sega's *Clockwork Knight* look pretty lazy. Essentially *Toy Story* is just another slick, playable platformer (something the Super NES is hardly short of), but the addition of rendered graphics and some neat sub-games – a *Micro Machines*-style race around Andy's bedroom, a *Doom*-inspired trek inside the Claw machine – separate it from the also-rans. In truth Toy Story doesn't impress quite as much on Super NES as it did on Mega Drive – after all, Nintendo gamers have already been treated to the lavish rendered delights of games like Killer Instinct and Donkey Kong Country – but there's still no denying that this ranks as a top-notch release, and a worthy purchase for any platform perfectionist.

PAUL DAVIES

PLATFORM

£50

BY TRAVELLERS TALES

1 PLAYER

- OUT NOW
- PLAYSTATION VERSION PLANNED
- MEGADRIVE AND GAMEBOY VERSIONS AVAILABLE
- STORGAE 32 MEG
- PUBLISHED BY Y T•HQ
  TEL: 01372 745 222

Incredible rendered graphics give Toy Story all the feel of the movie. And this is the humble Super NES.



NINJA WARRIORS

It's a good time to be a fan of dated scrolling beat-'em-ups: last month we were treated to *Final Fight 3*, and now we've got *Ninja Warriors* to drool over! Super NES games, eh? You wait for ages and then two turn up at once! It really is uncanny – apart from their obvious aesthetic differences the two games play almost identically, right down to the choice of heroes and undemanding, button-tapping gameplay. Obviously Capcom's lawyers never saw the game – if they had I'm sure that legal writs would've been flying back and forth like nobody's business. However, while *Ninja Warriors* may not have the 'star quality' of the famous *Final Fight* series, it proves itself the superior of the two titles thanks to its higher difficulty setting and slightly greater emphasis on player skill. Don't get me wrong, *Ninja Warriors* is no classic but if you really must have a new scrolling beat-'em-up, this is the one to get.

PAUL DAVIES



BEAT EM-UP

£44.99 (UK)

BY NATSUME

1 PLAYER

- OUT NOW
- NO OTHER VERSIONS PLANNED
- MANY ANCIENT VERSIONS AVAILABLE
- STORAGE 24 MEG
- RELEASED BY TITUS
  TEL: 0171 700 2119



Toy Story at the top of the page, shows what the Super NES is still capable of. Ninja Warriors doesn't.



PREHISTORIK MAN

In this post-*Donkey Kong Country* era, for a company to release a game like Prehistorik Man is baffling in the extreme. As Nintendo Of America's Howard Lincoln once commented, *DKC* raised the 'gold standard' and *Prehistorik Man*, which a couple of years ago would've been praised as state-of-the-art, just doesn't cut the mustard any more. To be fair, it's not that there's anything exactly *wrong* with the game, it's just that there's nothing here you haven't seen before and far, far better. The graphics are colourful but unexciting, the music and sound FX are pleasant but unexceptional, and the gameplay is enjoyable but strongly reminiscent of a thousand other Super NES platformers. When all is said and done *Prehistorik Man* is adequate entertainment, but if you're forking out nearly fifty quid for a game you want something a little better than that.

PAUL DAVIES



PLATFORM

£44.99 (UK)

BY TITUS

1 PLAYER

- OUT NOW
- NO OTHER VERSIONS PLANNED
- GAMEBOY VERSIONS AVAILABLE
- STORAGE 8 MEG
- RELEASED BY TITUS
  TEL: 0171 700 2119



It's certainly looks like an ancient game. Must all be part of the Prehistorik atmosphere.



SKY HAMMER

Coming from the creators of *Alien Vs Predator, Sky Hammer* is worthy of consideration. *AvP*, with its textured 3D graphics, was one Jaguar game that showed potential. *SH* puts you in the cockpit of an urban flying machine. You know it's a cockpit, because the viewing window is small. From here you steer around a wartorn cityscape, performing missions such as recovering escape pods or destroying tanks. There's also shops to dock at for repairs or upgrades. The concept behind *Sky Hammer* is ambitious and in ways succeeds. The cities are huge and instill mild feelings of vertigo as you plunge down. The action though, is lacking. For the most part, you get lost, cursing and checking your map (much like in a real city), as you head from one objective to another. Good as the graphics are for the Jag, they look like a weaker 32X title. *AvP* looked much better. *Sky Hammer* is one of the best Jaguar titles in a while, but as a game it's only average.

TOM GUISE



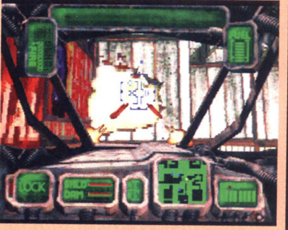
3D SHOOT EM-UP

£TBA

BY REBELLION

1 PLAYER

- RELEASE DATE TBA
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 16 MEG
- RELEASED BY ATARI
  TEL: 01753 533344



An entertaining Jaguar game with impressive textured 3D for the machine.




MEGA MAN X3

PLATFORM | BY CAPCOM | £49.99 | 1 PLAYER

- OUT NOW
- IMPORT PLAYSTATION AND SATURN VERSIONS AVAILABLE
- STORGAE 24 MEG
- RELEASED BY MARUBENI
TEL: 0171 826 8813

Hmmm, *Mega Man*. The Japanese love him, you know – this is his third Super NES outing, and he's also appeared on innumerable NES and Game Boy carts. However, on the evidence presented here it's hard to see quite what our eastern friends see in him. As platformers go *Mega Man X3* neither looks or sounds particularly spectacular, and in terms of gameplay it suffers from some serious flaws, most notably the fact that the blue-armoured hero can't duck to avoid enemy shots. And it's tough to boot, boasting a difficulty curve that starts high and then proceeds to shoot right off the top of the graph. Despite this, *Mega Man X3* is curiously addictive, in a masochistic I'll-finish-this-if-it-kills-me sort of way – if you're looking for a long-lasting challenge, this will suit you down to the ground. But be warned: those with a heart condition need not apply.

TOM GUISE



The Saturn version of the game is nigh-on identical. A fact that's all the more incredible when you consider that it doesn't even look that great for a Super NES game.




PGA TOUR '96

GOLF SIM | £54.99 | BY EA | 1-4 PLAYERS

It's rare that a golfing sim ever offers any real surprises – after all, there's only so much that you can do with a weird-looking bloke wearing chequered trousers, standing in a large green field and holding a odd-shaped stick – and sure enough, *PGA Tour '96* proves to be no exception. That said, what *PGA* does it does very well, with a fast screen update thanks to the cart's built-in SA1 chip, challenging (if familiar) gameplay, eight courses, seven play modes, three tournaments, instant replays and more options and statistics than even a real-life pro could hope for. Although it may lack the graphical 3D flair of its '32-bit' counterparts, *PGA* on Super NES offers hour upon hour of absorbing ball-whacking malarkey, and it's definitely the finest 16-bit golfing sim yet available. Buy without prejudice.

PAUL DAVIES

- OUT NOW
- MEGADRIVE, PLAYSTATION, SATURN, 3DO, PC VERSIONS AVAILABLE
- STORGAE 16 MEG
- RELEASED BY THQ
TEL: 01372 745 222




PGA. What a classic. It was around before the Super Nintendo you know. Oh yes.




SINK OR SWIM

PUZZLE GAME | £39.99 | BY TITUS | 1 PLAYER

Ever since *Lemmings* took the gaming world by storm and then went on to generate phenomenal sales amongst those tricky-to-please non-gamers, software houses have been searching for another arcade puzzler that'll repeat the magic. Such a game is *Sink Or Swim*, the latest attempt to tap into that elusive but oh-so-lucrative market. Set on a sinking ship, the game casts you as a heroic steward who has to rescue the panicking passengers on each of the game's 100 levels before the rising water level sends them all to a watery grave. In true arcade puzzling fashion this is achieved by running around the maze-like levels, opening doors, activating conveyor belts, distributing life jackets, blasting obstacles and so on, so that the passengers have a safe, unimpeded route to the exit. It's mildly entertaining fare but it's never as cunning as *Lemmings* was, with most levels being more a straight race against time than a tax on your grey matter.

PAUL DAVIES

- OUT JUNE
- MEGADRIVE AND GAME GEAR VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORGAE 8 MEG
- RELEASED BY TITUS
TEL: 0171 700 2119



Sink Or Swim stars Kevin Codner. Ahahahahahahahahaha hahahahahahahahaha-hahahahahahaha aha.



DEEP SPACE NINE: HARBINGER

First things first. *DS9* fans should just go and get this now. Don't bother with the review. It's got all the characters with their real voices, the complete space station with the correct layout, and loads of Star Trekkie things which'll mean nothing to normal people. Not that Trekkies aren't normal, of course. Rather than risk upsetting the fans by making the main character someone from the series, you play as an envoy on board the space station, working with the main characters. Most of the game is point-and-click style, with a few small puzzles and arcadey sections included. The graphics and sound are pretty good, but the main grumble is that when it comes to selecting what to say to people, the choices are only approximations of what will come out, and this can occasionally lead to saying the wrong thing. It's not going to have anywhere near the same sort of appeal to non-fans, but is still a jolly good example of it's type.

ED LOMAS



ADVENTURE

£ TBA

BY STORMFRONT STUDIOS

1 PLAYER

- OUT NOW
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORGAE 2 CD'S
- RELEASED BY OCEAN
  TEL: 0161 832 6633



Exciting shots of the Deep Space Nine disco. No doubt fans'll correct us. "It's William Shatner's toilet." they'll say.





CHESSMASTER 3D

Chess isn't exactly the sort of thing people buy a PlayStation for. Nonetheless, The *Chessmaster 3D* has been released in the USA, and it'll probably be released here pretty soon. We're not going to review chess, that'd be stupid, but we can say how well *Chessmaster* compares to the real thing. Firstly, the graphics are 3D, obviously, meaning that it's almost impossible to see what's going on, as with every other 3D or isometric chess game. The music's nice, but it shifts between techno and classical during the match, which is a strange combination for sure. Also, it's slow. Very slow. At least when you're playing against a human opponent you can hit them until they move. In the end, it'll only be used for two-player games from the plain overhead view, and that's a bit pointless when you can get a real, cheap set without having to get a PlayStation.

ED LOMAS



CHESS

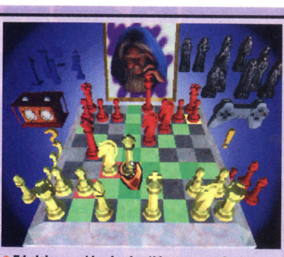
£40 APPROX

BY MINDSCAPE



1-2 PLAYERS

- OUT NOW (IMPORT)
- VERSIONS AVAILABLE – GAMEBOY, GAMEGEAR, SNES, PC, AMIGA
- VERSIONS PLANNED – NONE
- STORAGE 1 CD
- RELEASED BY MINDSCAPE
  TEL: 01444 246333



Ed claims you'd only play this game against a human opponent. Not that old bearded guy there.



ARDY LIGHTFOOT

Hoorah! Once again let's hop in the CVG home-built TARDIS and travel back to a time when the Super NES and Megadrive ruled the video-gaming roost and the PlayStation was nothing more than a glint in Cap'n Sony's eye. Or, to cut the crap, here's more retro-platforming action from Titus, this time starring a rubber-tailed hero by the peculiar name of *Ardy Lightfoot*. The criticisms aimed at *Prehistorik Man* apply just as well here, with the added problems of poor control (Ardy has a strange 'double jump' that is a pain to master, especially in times of stress) and some vomit-inducingly cute graphics. Still, in its favour some of the bosses are quite imaginative and require brains as well as brawn to defeat. All the same, though, forty quid for this, when you could get *Yoshi's Island* or *Diddy's Kong Quest* for a tenner or so more?

PAUL DAVIES



PLATFORM

£ 39.99

BY TITUS

1 PLAYER

- OUT NOW
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 8 MEG
- RELEASED BY TITUS
  TEL: 0171 700 2119



Minecarting shennanigans. There's no place for this, even in the computer corner.



WILD GUNS

Hot on the heels of Acclaim's conversion of the *Revolution-X* coin-op comes the release of another *Operation Wolf*-style shoot-'em-up, *Wild Guns*. But although the two games might share similar gameplay elements, in terms of quality they're worlds apart – *Revolution-X* was a shoddy, unplayable disaster, while *Wild Guns*, on the other hand, is a fun (if hair-tearingly tough) blast. The action takes place in the *Wild West* where, for reasons never quite adequately explained, moustache-twiddling desperadoes and gun-toting robots have joined forces and are causing all manner of unpleasantness. Enter Clint and Annie, the two most rootingest-tootingest gunslingers in the West, and cue screen-loads of Cabal-inspired mayhem as the pistol-packing pair do battle with the forces of evil. Chances are you've seen this sort of thing several times before, but what *Wild Guns* lacks in originality it more than makes up for in sheer entertainment value. Definitely worth a look.

PAUL DAVIES

SHOOT 'EM UP



£ 44.99

BY TITUS

1-2 PLAYERS



- OUT NOW
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 8 MEG
- RELEASED BY TITUS
  TEL: 0171 700 2119



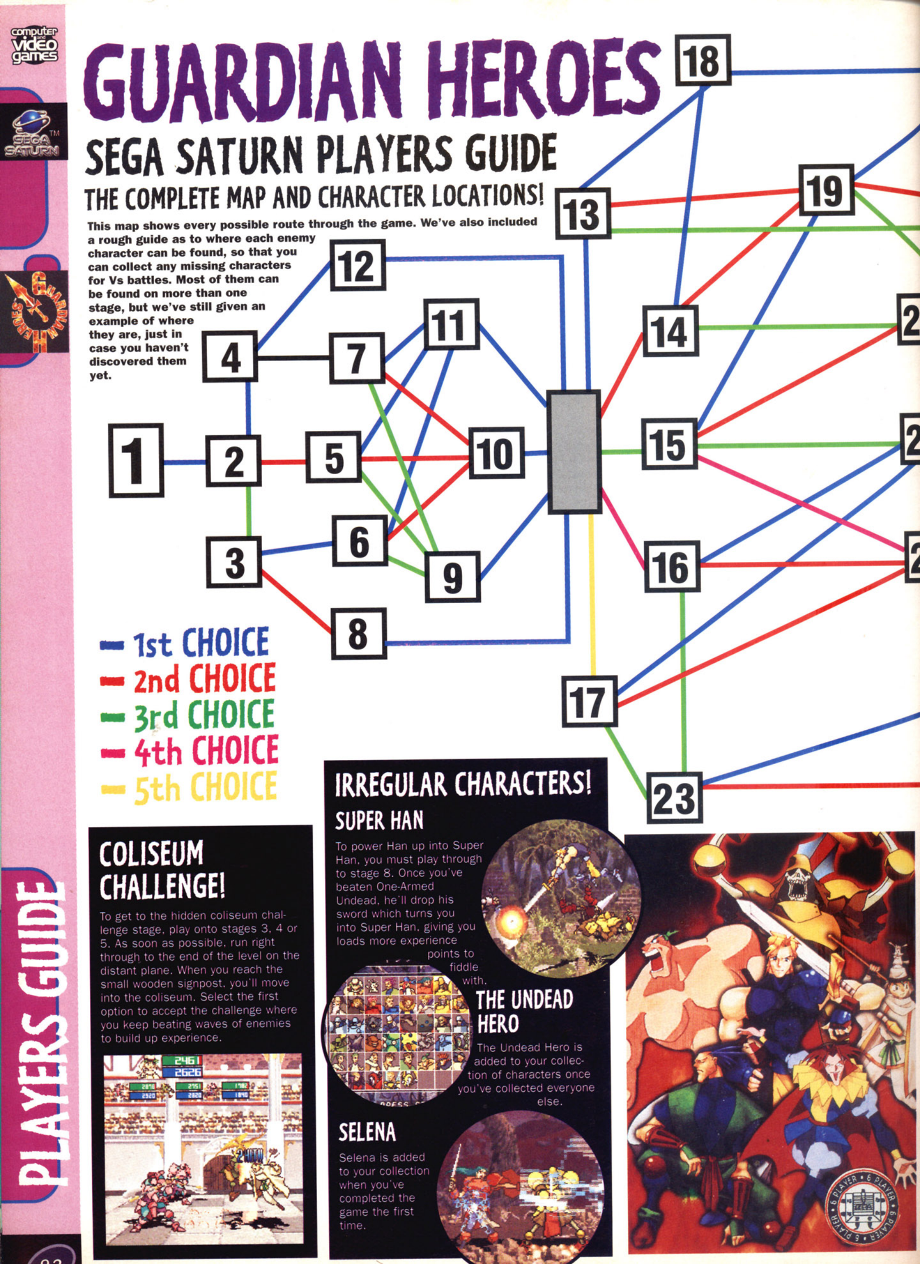
Not an unplayable disaster liek that Aerosmith tragedy. Nope, this one's quite good fun.

GUARDIAN HEROES

SEGA SATURN PLAYERS GUIDE

THE COMPLETE MAP AND CHARACTER LOCATIONS!

This map shows every possible route through the game. We've also included a rough guide as to where each enemy character can be found, so that you can collect any missing characters for Vs battles. Most of them can be found on more than one stage, but we've still given an example of where they are, just in case you haven't discovered them yet.



COLISEUM CHALLENGE!

To get to the hidden coliseum challenge stage, play onto stages 3, 4 or 5. As soon as possible, run right through to the end of the level on the distant plane. When you reach the small wooden signpost, you'll move into the coliseum. Select the first option to accept the challenge where you keep beating waves of enemies to build up experience.

IRREGULAR CHARACTERS!

SUPER HAN

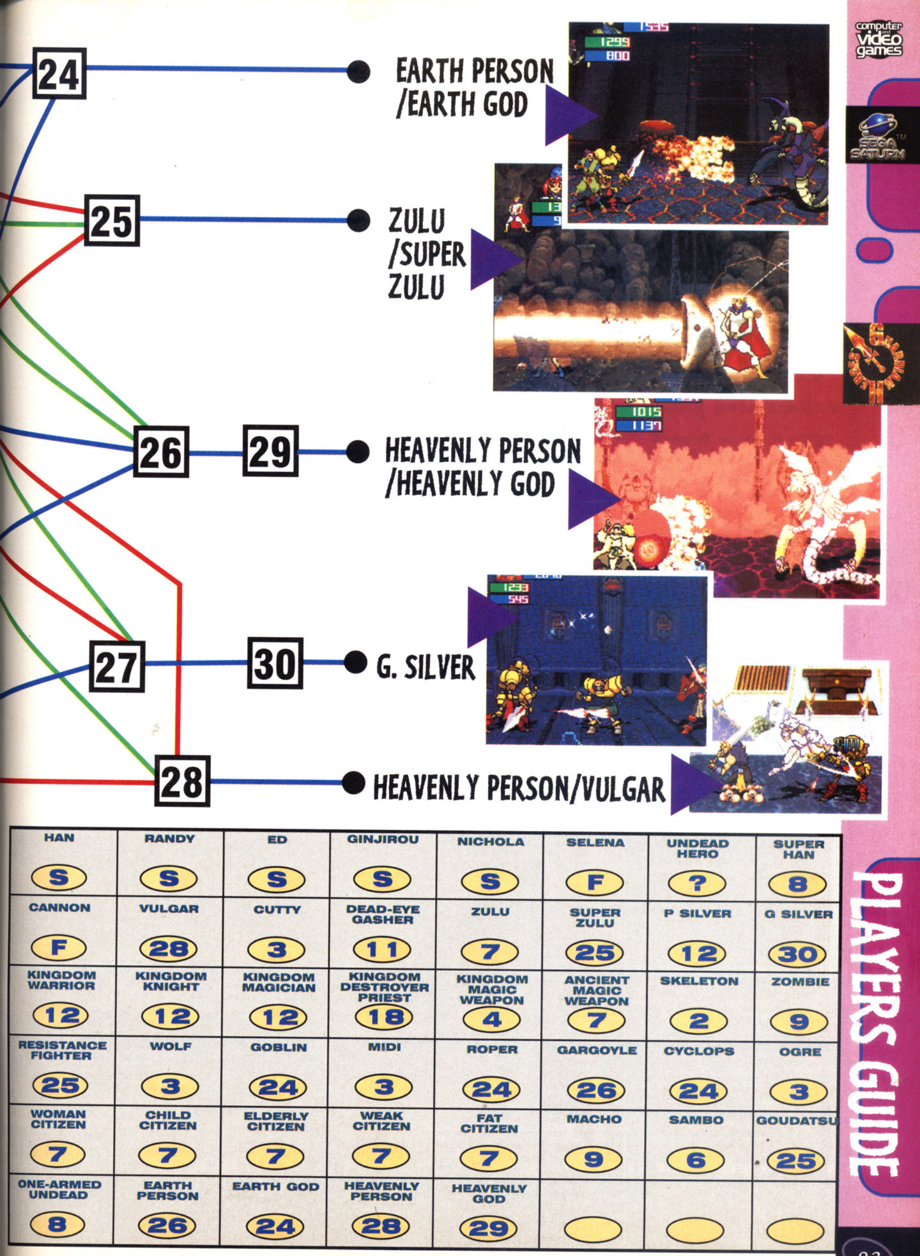
To power Han up into Super Han, you must play through to stage 8. Once you've beaten One-Armed Undead, he'll drop his sword which turns you into Super Han, giving you loads more experience points to fiddle with.

THE UNDEAD HERO

The Undead Hero is added to your collection of characters once you've collected everyone else.

SELENA

Selena is added to your collection when you've completed the game the first time.



HAN	RANDY	ED	GINJIROU	NICHOLA	SELENA	UNDEAD HERO	SUPER HAN
S	S	S	S	S	F	?	8
CANNON	VULGAR	CUTTY	DEAD-EYE GASHER	ZULU	SUPER ZULU	P SILVER	G SILVER
F	28	3	11	7	25	12	30
KINGDOM WARRIOR	KINGDOM KNIGHT	KINGDOM MAGICIAN	KINGDOM DESTROYER PRIEST	KINGDOM MAGIC WEAPON	ANCIENT MAGIC WEAPON	SKELETON	ZOMBIE
12	12	12	18	4	7	2	9
RESISTANCE FIGHTER	WOLF	GOBLIN	MIDI	ROPER	GARGOYLE	CYCLOPS	OGRE
25	3	24	3	24	26	24	3
WOMAN CITIZEN	CHILD CITIZEN	ELDERLY CITIZEN	WEAK CITIZEN	FAT CITIZEN	MACHO	SAMBO	GOUDATSU
7	7	7	7	7	9	6	25
ONE-ARMED UNDEAD	EARTH PERSON	EARTH GOD	HEAVENLY PERSON	HEAVENLY GOD			
8	26	24	28	29			



ULTIMATE GUIDE

Delve into the darkest secrets of *Panzer Dragoon Zwei* with our exhaustive players guide!

Think *Panzer Dragoon Zwei* is easy to complete? Reckon you've seen all the game has to offer? Well let us tell you buddy - you ain't seen NOTHING yet! Saddle up and load heavy, its time to take to the skies once more...

THE REAL QUEST BEGINS HERE!

As anyone who's completed *Panzer Dragoon Zwei* will know, the game features one of the most bizarre 2001-style completion sequences of all time. After defeating the Mother Dragoon, Randy is warped through time and space, only to awaken back in his own world at an unspecified time in the future. The meaning of this sequence is discussed at the end of the guide, but needless to say our hero's visions of the future are not temporary insanity, but instead glimpses of an alternative special ending! Golly!

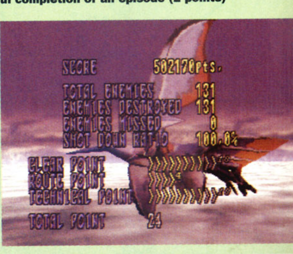
POINTS MAKE PRIZES

In order to see this special ending you're going to have earn it. You may have noticed that at the end of episodes 2,3,4,5 and 6 your performance is measured by three criteria, which are as follows:

Clear Point - Awarded for the successful completion of an episode (2 points)

Route Point - Awarded for taking the more difficult route path (1 point, or 2 for Route 3 on episode four).

Technical Point - Awarded for your shoot down ratio (60%+ is 1 point, 90%+ is 2 points). In order to view the proper completion sequence you need to finish episode six with the maximum score of 24 points, then go on to defeat both the Mother Dragon and the Guardian Dragon in the final episode. In order to achieve this score you must take the three most difficult routes possible whilst achieving a consistent shoot down ratio of above 90%. Reckon you're up to it?



Episode 1: DRAGON GALLERY

***KEY:* MAX LOCK - Maximum number of lasers that can be locked at any one time.**
EPISODE - Earliest episode the dragon can be obtained.



1. HATCHLING

MAX LOCK: 4
EPISODE: STARTING DESTINY

Lagi begins the game in this weak form with a maximum laser lock of only four! Still, you have to use her for two episodes, so make the most of it.



2. GLIDELING

MAX LOCK:5
EPISODE: THREE

Similar to the Hatchling, but with the capacity for sustained flight as demonstrated at the start of episode three. If you don't score well, you could end up with her for episode four.

3. WINDRIDER

MAX LOCK:6
EPISODE:FOUR

Normally Lagi will have evolved into this form for episode four and then,depending on which route you take, will transform into one of the subsequent three forms for episode five.



4. ARMONITE

MAX LOCK:8
EPISODE:FIVE

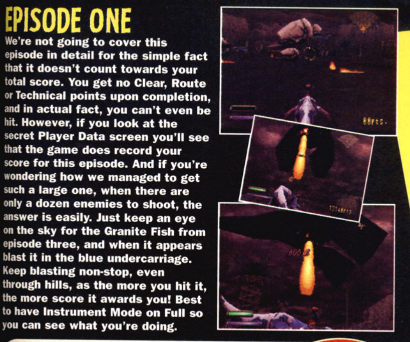
A large, heavily armed dragon with powerful pistol shots. If you score low on technical points expect Lagi to look like this for episode five.

5. BRIGADEWING

MAX LOCK:10
EPISODE:FIVE

Usually turns up for episode six or seven. It is a final incar nation for Lagi so if you reach this form, that's it. Fortunatel the Brigadewing is pretty pow- erful with nice heavy lasers.

EPISODE ONE



We're not going to cover this episode in detail for the simple fact that it doesn't count towards your total score. You get no Clear, Route or Technical points upon completion, and in actual fact, you can't even be hit. However, if you look at the secret Player Data screen you'll see that the game does record your score for this episode. And if you're wondering how we managed to get such a large one, when there are only a dozen enemies to shoot, the answer is easily. Just keep an eye on the sky for the Granite Fish from episode three, and when it appears blast it in the blue undercarriage. Keep blasting non-stop, even through hills, as the more you hit it, the more score it awards you! Best to have Instrument Mode on Full so you can see what you're doing.

PLAYER DATA

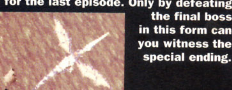
To reveal a hidden Player Data screen containing best scores and boss times for each episode (even Starting Destiny) simply hold down the 'L' or 'R' shoulder buttons on the normal Player Data screen. Oh yeah, you should be aiming for a ranking of Winged Death - full 100% shoot down ratios on the most difficult paths for every episode! We've done it!

DEATH CODE

At any time during the game simply hold down the 'L' and 'R' shoulder buttons as well as A, B and C to instantly kill your dragon, no matter what state she's in. We call it the Lomas special. Useful if you're going for those 100% ratios and you know you've missed a couple of enemies. Of course, to do it properly you have to get 100% WITHOUT continuing, but its all good practice.

DRAGON EVOLUTION

As you can see from the Dragon Gallery at the bottom of this spread, *Panzer Dragoon Zwei* features a total of ten (count 'em!) controllable dragons, each with there own specific properties. While all of these dragons are selectable through Pandora's Box, seven of them can be accessed during a normal game, simply by amassing the correct amount of points. If you take the most difficult routes, Lagi should morph into a SkyDart for episode five and six, then into Type_1 (the dragon from the original *Panzer Dragoon*) for the last episode. Only by defeating the final boss in this form can you witness the special ending.



BERSERK CHARGING



The quickest way to recharge your berserk bar is to shoot things using your pistol. Although lasers do recharge your bar, they do it a lot slower. Also, you can fill your berserk bar by shooting some enemies even when they are invulnerable, notably the bosses. The two ships at the end of episode two – route one are a good example. And remember, not only is the berserk attack good for shooting things, but it also provides you with a valuable period of invulnerability for its duration.

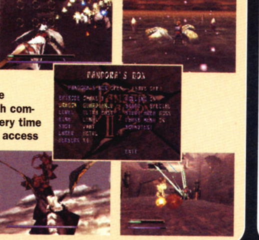
RADAR FUN!



You can change the angle of the radar in the top right hand corner of the screen from a top/down perspective to a close range 'behind' perspective at any time simply by holding down 'A' on the second joypad. Also,if you switch the PAUSE MENU in Pandora's Box to ON, then pause in mid game, you can use the second pad to move the radar around the screen! Useless, but amusing nonetheless. For more second pad shenanigans switch INSTRUMENT MODE to FULL on the standard options screen then hold down 'B' on the the two player pad during the game to reveal the ADEC value (the Advanced Difficulty Environment Control setting).



FILL PANDORA'S BOX



The awesome Pandora's Box will grace your options screen the first time you complete the game in full. In order to uncover the rest of the Box's features (and thus remove all the question marks) you'll need to complete the game a further nine times! After the fifth completion more options will become available, then after the tenth completion you should find a special tune will play every time you open the box, announcing that you now have access to all of the game's secrets. Yippee!

You can pick any dragon on any level (including Zero Space), choose from a wide range of normally unselectable weaponry, view three Omake FMV sections on the making of *Panzer Dragoon Zwei*, choose your difficulty level, or even fly Randy or Lagi on their own!

DRAGON GALLERY



. SKYDART
AX LOCK:12
PISODE:FIVE
he ultimate dragon. In this rm Lagi has special aiming easily cover those diagonal nd spots, a massive max ck capacity and the ability to ...

7. TYPE_1
MAX LOCK:16
EPISODE:FINAL EPISODE
A tiny energy and berserk bar belies huge offensive power. If you've made it to Type_1, you're obviously a pro. Get ready for an action-packed finale!



8. PUP
MAX LOCK:UNKNOWN
EPISODE:PANDORA'S BOX
The baby dragon from *Panzer Dragoon Zwei*'s intro! Lagi may be bite sized in this form, but she still packs a mean punch. And look - green lasers! Too cool!



9. TYPE_2
MAX LOCK:LOADS!
EPISODE:PANDORA'S BOX
The final boss from the original *Panzer Dragoon*! A scaly behemoth with heavy lasers and a MASSIVE berserk bar. Nice touch.



10. GUARDIAN DRAGON
MAX LOCK:UNKNOWN
The final boss from this *Panzer Dragoon* (minus the shimmering wings)! He's HUGE! And tough! And fires sparkling lasers!Take this model for a test drive and kick some serious Empire ass!



PLAYER'S GUIDE

EPISODE 2: THE MOUNTAIN PATH

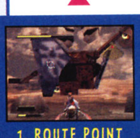
ROUTE ONE (EASY)


1. Watch for these three ships in the distance. They can escape unnoticed while you battle the dragon rider.


2. Ignore your radar in the fortress. Keep facing forward. Everything enters the screen at some point. Only turn around if you see a ship fly past you.


3. Use the berserk attack here! Things can get on top of you otherwise. Watch for the wall turrets, as they count towards the ratio and can be missed.


4. This sub-boss is easy, keep strafing left to right to avoid the missiles. Berserk, and recharge on the two ships outside the fortress. Even through the smoke.

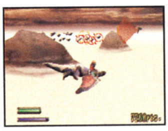

1. ROUTE POINT
Right for route one, Left for route two.

BOSS: SUPPLY SHIP

Shoot the undercarriage to power your berserk attack even before the boss becomes vulnerable. From then on keep your laser locks on its central body, even when it reveals its four missile launching arms. By damaging the body the arms will fall off quicker then if you go after them alone. Score fans should make a point of blasting the many pieces of shrapnel and cargo that drop off for extra points.




ROUTE TWO (HARD)


1. Its easy going until you take off. Watch your radar for an advance warning on which direction the enemy will be coming from.


2. Face left early to give time to tackle these ships from behind the mountain. You can lock and fire before your previous lasers hit their targets!


3. Don't use a berserk attack on these balloon ships. Shoot the one in front, and pick offspiked balls with pistol fire. You're better saving the berserk for ...

4. These guys! The attack ships inflict a lot of damage. Laser them while at a distance, let rip with your berserk attack when they get in close.

EPISODE 3: RETREAT TO THE FOREST

PRE ROUTE POINT

1. Make sure you destroy these rocket launching crafts' many segments. If you miss the head, it will count against your shoot down ratio.
2. ROUTE POINT - Right for route one, left for route two. The route looms while you combat hover bikes. Take your path, then destroy them afterwards.

ROUTE ONE (EASY)

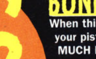

1. A toucan shooting gallery. The amount of enemies you can lock in one blast is the amount your score will be multiplied by when the lasers hit home. Fact!


2. Get max lock on these centipedes by running your sights along their bodies, targetting the segments. Use the view rotation buttons to keep on them..


3. Kill four of the red 'pedes fast enough and you get to fight green centipedes! You have to be quick, but these secret enemies reward you with muchos pointage!

BOSS: BONE ALIEN

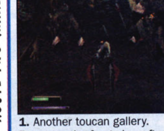
When this boss circles for the first time, use your pistol shot ONLY, but DON'T INFLICT TOO MUCH DAMAGE! When he jumps into the canopy use lasers to bring him back down, and if you haven't hurt him too much he should go for a second circle. Now let him have it. When he drops out the canopy again, he tries to claw, so stay on the right hand of the screen. Now he'll fire his tail at you. Avoid at all costs, and finish him with a berserk attack to blow him into bits!






1. ROUTE POINT
Right for route one, Left for route two.

ROUTE TWO (HARD)


1. Another toucan gallery. Return to the front view after defeating the bikers as quick as possible to take these guys down in record time.


2. Here you face the first of two flying granite fish creatures. Recognise them from episode one? Good, then you'll know where their weak spot is.


3. Blast with pistol shots the moment it appears then let rip with berserk attack. When this runs out, use pistol shots to charge your berserk for fish #2.


4. Don't miss the bouncing things that the fish fires, as they count towards the shoot down ratio. Laser them, then get back to pistoling the fish.



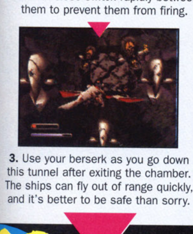
1. ROUTE POINT - Up for route three, down for route one. Hold up early if you want route three.



2. Practice masking as you go down the vertical tunnel. Masking is locking on to an out of sight enemy, when they come into sight they will be already targetted.

3. ROUTE POINT TWO
Left for route one, right for route two. Hold right very early for route two.

ROUTE TWO (EASY)

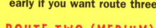


1. Be quick when these hobbling stone creatures surround you, as they vanish from sight in a few seconds. A good use of the 'L' and 'R' buttons is needed.

2. Check your radar when battling the stone cocoons. Although your laser locks, the red dot disappears if they're dead.. When in close switch rapidly between them to prevent them from firing.

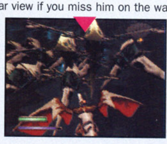
3. Use your berserk as you go down this tunnel after exiting the chamber. The ships can fly out of range quickly, and it's better to be safe than sorry.

ROUTE TWO (MEDIUM)





1. Use masking to target the ships in the vertical tunnel. Watch for one in the very distance, who tries to escape as you enter the piranha chamber. Use your rear view if you miss him on the way up.



2. The Piranhas are actually very easy to defeat, so save your berserk. Use your radar to pinpoint their position and target them in blocks. No problem.



3. Unleash your berserk attack here! Things can get overwhelming, so operate a fire and forget policy.. The cannon-carrying triangles pose no real threat, but they are numerous.

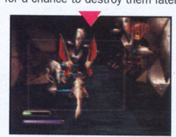


4. Watch for these fast attacking ships on the last downwards tunnel. They come from behind and pop out of view quickly. Best to berserk them.

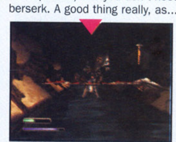
ROUTE THREE (HARD)



1. As you approach this cross-section, a ship pops out from the right and fires across your path. He's the prime target, as the other ships travel with you for a chance to destroy them later.



2. After the right ship pops out, one comes from the left. Nail these two (and a subsequent two as the formation is repeated) and you don't need to berserk. A good thing really, as...



3. ... you need it here! Face back going down the first tunnel, and as you see these projectiles behind, let rip. Spin round to the front to polish off any surviving bits. Easy with a berserk attack.



4. There's a rear attacking trio as you approach the stone portals. Face rear, even though, flying blind, you invariably bump into one of the slabs. Still, 100% is the goal...



5. Finally, after all the chasing action (keep facing rear) the last downwards tunnel can cause problems. We like to use a berserk here, just to be sure.

BOSS

AQUATIC TITAN

You can get a load of hits on Mr. fish at the start of the fight by going berserk when he first jumps up on the bridge. Use rapid pistol shots as he tears up the path to your rear, and again when he smashes up the bridge and hangs at the top of the screen in front of you. When you fly in close dodge his huge tail by moving left then right, and AVOID shooting the blue and red mines when he submerges, as these release homing lasers. When he tries his rear laser, use a berserk attack to both avoid the deadly rays and finish him off in style.









Episode 5: The Crystal Graveyard

ROUTE

1. These triangles must be shot with pistol fire. The SkyDart's aiming makes it A LOT easier. Otherwise, use lasers to freeze them, and blast with the pistol.



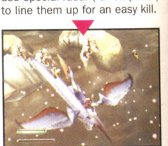
2. Use pistol fire when the shrapnel gets close and keep lasers locked on the boss. Damage it with the triangles still around, makes this part quicker.



3. He's toast! But you know he'll be back. As soon as he crashes, face rear and get ready for the tricky chrysalis onslaught.



4. Pick off the first chrysalides with laser fire. The white snow makes it hard to see them, so use special radar ('B' on pad 2) to line them up for an easy kill.



5. As the chrysalides start to attack from underneath, use a berserk. Move from behind, to the right, and to the front as you the enemies appear on radar.



6. Multiple chrysalides appear at varying heights, and the screen flashes white to making it difficult. Shoot quick, or they drop down. It can be easier to berserk.



7. Like the pods at the start of episode three, get full lock on every section of the snakes before firing. If you miss a section it returns to the earth instantly.



8. Using beserk on the many sections of the snake charges your berserk while you are using it, thus prolonging the duration of the attack.

BOSS: WINGED SERPENT

Fire lasers to freeze the serpent's shield, then blast it with pistol fire to knock it off. However, once the shield is gone the boss releases a barrage of deadly purple plasma spheres that are particularly hard to dodge. You may find it easier to destroy the boss with pistol fire right from the start. His yellow lasers never hit, and though it may take a bit longer, all you have to look out for are the intermittent homing missiles.











Episode 6: Attack of the Floating Galleon

ROUTE





1. Straight away, laser the four hoppers directly in front of you, and then go for all the vents on the surface of the galleon. Make sure you pick them all off.



2. Spin behind and aim left for two tanks, three ships, and three hoppers from a tunnel. Spin forward and aim left for more tanks and three more ships.



3. Use berserk to cover the ship surface as you enter the galleon. Things get hectic and you'll have charged it back up by the time you need it again.

4. Do a bit of masking to get these two ships. Although you won't see the lock, when the panel comes down they will already be targetted.



5. Shoot the oar's defences before going for the oars. With the turrets gone, pistol fire the oars to charge your berserk, before finishing with max laser.



6. Getting all the angels here is tough. Use full berserk and it lasts until you leave the ship, strafing all the dropping stones that count on your ratio.



7. The pattern is: 3 ships behind, 3 in front (bottom right), 3 directly in front, 3 turrets on the hull behind, 3 from behind, then 2 ships from behind, however...



8. ...ignore the two ships and turn to the front to nab the three hoppers that drop out the galleon. The other two ships fly past and be blasted then.

BOSS: FLOATING GALLEON



Shoot the shell while it is invulnerable to charge your berserk attack, though you won't need it for this boss. Keep shooting the shell to reveal the mother dragon within, and move in a figure of eight pattern when she starts to fire, to avoid all damage. Only aim at the shell, and this boss should be conquered very quickly indeed. Strangely, the last few hit points always seem to be on the portion of shell left on the mother dragon.





EPISODE 7: MOTHER DRAGON

BOSS 1

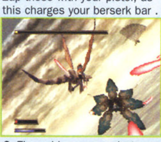




1. This method is for a QUICK take down. The Mother dragon comes close to start. If your berserk bar isn't full, use pistol shots. Otherwise, fire lasers.



2. As she turns stay between her tail, firing lasers and berserk attack when the plasma shower starts, so you can stay right where you are. Watch for the fly past.



3. Now you fly at a distance from the mother, and she releases homing projectiles. Zap these with your pistol, as this charges your berserk bar .





4. After another fly by, she fires more projectiles. Use your berserk attack and ignore the projectiles as you'rere invincible. Aim for the mother's head.



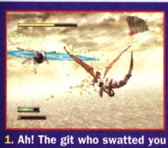
5. Head to one side of the screen, when the Mother rushes with her tail whiplash, , quickly strafe to the other to avoid the hit.



6. These blue energy darts are east to dodge, so nip into her path for a few locks when you get the chance.



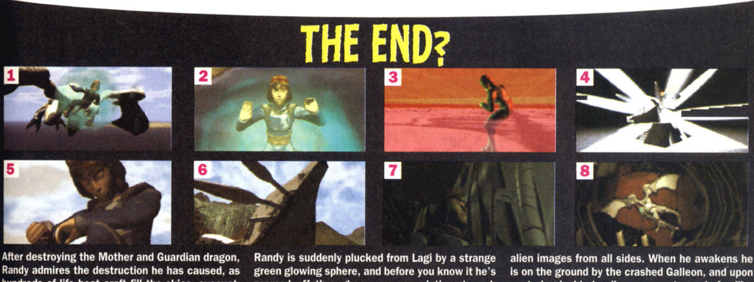
7. When the Mother's tail starts spinning, she releases pink lasers – harder to dodge and more damaging than the darts. Dodge like mad.



8. The Mother Dragoon explodes into hundreds of fragments which plummet down! Hurrah! But wait... what's this? Another energy bar?

GUARDIAN DRAGON

BOSS 2



1. Ah! The git who swatted you at the end of episode one. If you die whilst fighting the Guardian Dragon and continue, he will not appear a second time.

2. Just face forward and keep your sight in the centre of the screen for multiple laser locks. If you're low on energy, stay out of his energy stream.

3. Use the figure of eight pattern when he turns and attacks with fireballs. They're easy to avoid, thankfully. After two sweeps, he's off again!

4. He's gone! That's it! You've done it! You're the hero! Now did you get all 100%s? No?!! Well, don't blame us. We've told you everything.

THE END?

WARNING - SPOILER!

SEQUENCE ONE

1 2 3 4 5 6 7 8

After destroying the Mother and Guardian dragon, Randy admires the destruction he has caused, as hundreds of life boat craft fill the skies, evacuating the crashing galleon. While he watches, Randy is suddenly plucked from Lagi by a strange green glowing sphere, and before you know it he's zoomed off through a warp speed time tunnel, being bombarded by a montage of strange and alien images from all sides. When he awakens he is on the ground by the crashed Galleon, and upon venturing inside he discovers a strangely familiar dragon symbol inside the craft's main chamber.

SEQUENCE TWO











1 2 3 4 5 6 7 8

Riding on the back of the Type_1 dragon, a similar time warp to the first ending takes place, though this time the images are clear and Randy does not return to the present right away. Instead we are greeted with visions of his future...and our past! Indeed, it transpires that Randy is none other than the dragon rider who is killed at the start of the original Panzer Dragoon, and Lagi is the main dragon from the previous game, in his fully grown incarnation! Parallels are drawn between the destruction of the floating galleon and the destruction of the tower in Panzer one, and Randy comes to understand the sacrificial part he is to play in the coming events. All in the name of the green spirit. Bummer.



ADIDAS POWER SOCCER GUIDE

We here at CVG thought that the soccer community could do with a little help from our vast gaming knowledge. And what better game to start with than Adidas Power Soccer.

Before we begin here's a little cheat that allows you to activate a female commentator and her friend: In the audio menu press the SQUARE and CIRCLE buttons at the same time, to activate female commentary. Now, as you play the game, you'll hear Jessica Martin (Spitting Image, Doctor Who) and Sharon Duce (Casualty, The Bill, Buddy's Song) talking among themselves and offering such gems as "Put your knitting down! You're missing the best bits!" Comedy value only.

A number of special techniques can be found in Power Soccer, all of which can be used to devastating effect both on players and the goal net. Let's start with moves that are aimed at burning a hole through your opponent's goal.

THE JUGGLE

This is the best-looking move in the game, the juggle is performed by pressing the Square and Triangle buttons together upon receiving a high or low ball. If this is performed correctly your player juggles the ball from foot to foot. Once he's finished he performs a Predator kick towards goal.

PREDATOR KICK

The Predator kick is the most powerful move known to man! Press the Triangle and Cross button to unleash a terrifying blast at goal. Any man standing in the way will be knocked down and rendered unconscious for a short time. Strike a few of these at any goalie and he's sure to consider changing his career.

THE GOOD OL' FAITHFUL HEADER

Performing a header is simple: press the square button whilst receiving a high ball and your player will knock the ball either towards the goal or to another player depending on which button you have pressed on the D-pad. To perform a super hard header press the Triangle and Cross button together.



GOOOOOOOAAAAAALLLL!!!!!

There are many sneaky techniques used for scoring in Power Soccer, and we're here to enlighten you with some of the more cooler ways of hitting the ball home. Also the best ways on how to avoid your opponent's tackles.

THE PREDATOR VOLLEY

The predator volley is a super fast surprise for your opponents. This is performed by pressing the Triangle and Circle buttons together. As you receive a low ball activate the predator volley to score an amazing goal!

DIVING HEADER

No need to explain what this is. Simply press the Cross and Triangle buttons together whilst receiving a low ball to perform this super cool move.

THE BICYCLE KICK

Another super cool addition to your arsenal of attacks, A Bicycle Kick is performed by pressing the Triangle and Cross buttons while receiving a high or medium ball.

THE HAND BALL

The cheapest of moves, but also the most innovative move we've seen in a footy game. Press the Circle and Triangle buttons together when receiving the ball, and watch as your player jumps up and dabbles in a game of volley ball.





THE RUNNING MAN

Best way to catch up to the ball or an opponent is obviously by running. By pressing the Square and Circle buttons your player goes into overdrive! This is known as the super run. As your player starts sprinting, his energy begins to deplete quite rapidly, so use this sparingly. The best time to use this is when you need to catch other players, or when you are in possession of the ball and need to make a quick getaway.



AVOIDING TACKLES

Once in possession of the ball and running towards the opponent's goal, you'll have to either pass to another player or make a run for it. If you decide to do the latter you'll undoubtedly fall prey to a sliding tackle from the opposing team. To have any chance of making it to the area you must use the avoid button (Triangle), timing is crucial so be careful, as your opponent runs towards you and starts to drop down, press the avoid button to jump over the tackle. Once you get the timing right you'll be able to jump any tackle that is thrown at you.



THAT'S FLICKING MARVELLOUS

Another way of avoiding an opponent's tackle is the ball flick. Use the same principle as above but press the Triangle and Circle buttons together. This works just as well, the only difference is you stand to lose the ball much easier because the move takes longer to perform than simply just jumping over a tackle.





OVER ERE SON

Crossing the ball and heading the ball home is one of the most gratifying ways of scoring. The trick is to cross the ball in whilst running down the side, chip the ball in as soon as you line up with the edge of the area. As the ball floats towards one of your team mates, get ready to perform either one of the headers. If you're feeling really sneaky perform a bicycle kick or predator volley to score an amazing goal, pressing either R2 or L2 will curve the ball as soon a you strike.



▲ A cheap way of scoring is to perform a Predator Kick when you're near the five yard line. Even if the keeper gets a hand to it, there's a high chance that you can hit it out of in the net before the keeper manages to get to his feet.



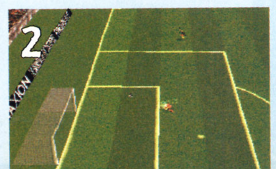


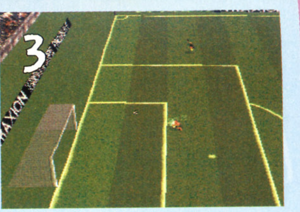




▲ Whenever you are in a one-on-one situation with the goalie, perform a Predator kick. The ball will either hit home or knock the goalie over the goal line if he manages to catch it. If the ball bounces off of the keeper, quickly knock it in before he gets on his feet.







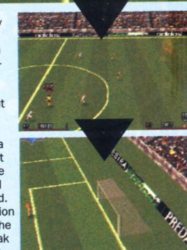
▲ To score a really lucky goal perform a power lob (Triangle + Cross buttons and tap back on the D-Pad) whilst in the centre circle. The ball will either fly straight over the keeper straight in to the goal or the ball will land in front of him, bounce over his head straight in the goal.



▲ The easiest way to score is to unleash a predator kick when you are half way between the centre circle and your opponents area. The shot is so powerful that if the goalie manages to catch it he'll fall head over heels in to the goal.



▲ The breakaway goal is a simple manoeuvre which leaves your opponents wondering what happened. Throw the ball out to one of your defenders, now pass the ball to a mid-fielder, chip it over to one of the forwards who will now be unmarked. Once in possession of the ball, use the super run to break away, now hit the ball home.



Next month:
A 10-page players guide on Scrabble: The Video Game.



BANDAI COOL TOYS AND A NEW TV SERIES

Welcome fans, to a special CVG feature dedicated to me – MASKED RIDER – and my friends the POWER RANGERS. Together we make up for some of the coolest entertainment on kids television – you might even find that your parents have a secret stash of our programs too – recorded onto video and painstakingly filed in order of episodes. But, hey, I could be wrong... What's that! Wait a minute! Magno tells me somebody's in trouble! I've got to go... enjoy the show!

NEW

SABAN'S MASKED RIDER

Hot on the blazing trail of Power Rangers, and the not-so-hot VR Troopers, comes Masked Rider – another of Saban Entertainment's blend of martial arts extravagance, Japanese-style rubber monsters, and American High School 'comedy'. You've got to be about seven years old to appreciate the gags, but the action sequences are cool as only Bandai know how – especially when it comes to marketing their trademark action figures. Masked Rider is due to air on mainstream TV soon, so we're taking this opportunity to fill you in on some details.

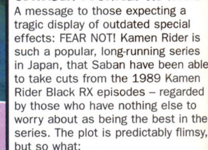
KAMEN CROSS-OVER



Though Masked Rider is a new production for the West, its origins lie in a series called Kamen Rider, which first aired in Japan on April 3rd, 1971! The original Kamen Rider (literally: Masked Rider) centered around an average bloke who was transformed into a Cyborg by an evil alien syndicate. Unlike Saban's interpretation, there was more than one Kamen Rider, all of whom had super powers based on those of a locust and grasshopper. Like the Power Rangers (lifted from the Zu Ranger series in Japan), the Riders in human form all wear belts, and shout "Henshin!" (Transform!) before 'morphing' into their heroic counterparts!

WHEELIN AN' A CHOP SOCKIN'

Of course the make or break factor with Masked Rider is how the action sequences shape up. Well, it seems we're in for an exciting ride – literally. Dex has a motorbike named Chopper – which TALKS – and a slick red car named Magno – which ALSO TALKS. Incidentally, Bandai tell us that Magno shares the same designer as the classic 1960's Batmobile, and the Munsters' car among others: a man named Geroge Barris. We've already seen Chopper tackle a Giant Beetle, and Magno – who's female – come to Dex's rescue. So far they're not much of a match for the Zords, but Dex's fighting skills, especially with his light sword, are definitely worthy of applause. Anyway, that's too much already on transportation. What you really need to know is how all this craziness hangs together. Cue next box:



CONSIDER YOURSELF AT HOME

A message to those expecting a tragic display of outdated special effects: FEAR NOT! Kamen Rider is such a popular, long-running series in Japan, that Saban have been able to take cuts from the 1989 Kamen Rider Black RX episodes – regarded by those who have nothing else to worry about as being the best in the series. The plot is predictably flimsy, but so what:

Our hero is a boy named Dex, actually make that an alien Prince from the planet Edenoi, sent to Earth on a mercy mission. Our beloved home is under threat from the evil of Count Dregon and his cronies, so Dex's grandfather and Ben Kinobi look-a-like – King Lexion – volunteered his off-spring for the job of defending us. Remember ALF (Alien Life Form)? Well, Dex crash-lands in somebody's backyard too – belonging to the Stewart family who adopt Dex as one of their own. Oh, you're from outer-space – how interesting? Pass the mayonnaise, would you?



WIN!

£500 WORTH OF POWER RANGERS

The Power Rangers are now into their third season on British television, and fans are currently screaming the house down as Ninjor swoops into action on his cloud, aiding the Rangers in their fight against Rito Revolto – Rita Repulsa's prodigal brother – and Master Vile, their father. But enough of that! Check out these cool Power Rangers prizes Bandai have agreed to give away:

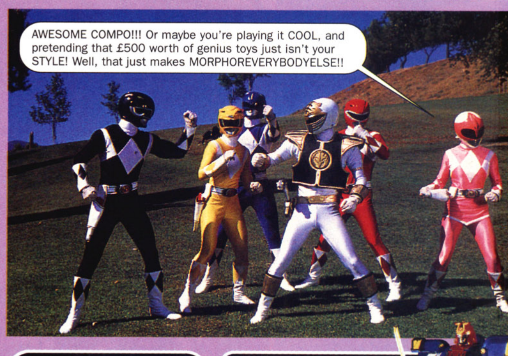


2ND PRIZE

Ninja Ultrazord (Deluxe Nina Megazord, plus Falconzord, and Titanos), worth £105!



10 RUNNERS-UP WILL RECEIVE NINJA FIGURES WORTH £5 EACH!



QUESTIONS:

If you want to enter this fantabulous competition, just answer these three simple quesions. (Simple to a fan that is.)

1. Who is the actor that plays Tommy, the White Ranger?
2. Which Pantomime is Tommy starring in this year, and where?
3. What other hard-skinned tele vision celeb is starring with him?

Write the answers down on a postcard, and send them to:

MORPHINOMENAL CVG COMPETITION
Computer and Video Games
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

The winners names will be published in the August issue of CVG – which gives you plenty of time for some detective work.









ARCADE

FIGHTING GAME | BY AM2
AUGUST RELEASE | 1-2 PLAYERS
• HOME VERSIONS RUMOURED • DISTRIBUTED BY SEGA
• MODEL 3 ARCADE BOARD • STAND UP CABINET

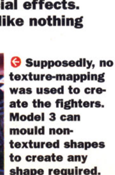
Take a good long look at these two pages, because you're staring at the next evolutionary leapfrog in video game technology. Even more incredible – you'll be able to experience it by the end of the year!

Virtua Fighter 3

When AM2 announced the development of *Virtua Fighter 3*, it was hard to imagine how much better it could look than *Virtua Fighter 2* – a game which is still the most visually amazing arcade game around. But when *VF3* was unveiled in demo form at the AOU Amusement Expo in Makuhari Messe on February 21st, it exceeded all expectations. People who have seen *Virtua Fighter 3* moving do not, *cannot*, believe it's actually a game they're looking at. Head of AM2, Yu Suzuki, promised it would match the graphical brilliance of the *Virtua Fighter 2* CG portrait series, and he's right. Gone are any unnatural polygon edges, gone is the impression of animated dolls – all replaced by super-smooth, super-realistic graphics akin to the most impressive movie special effects. *Virtua Fighter 3* looks like nothing that has gone before!







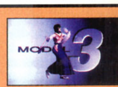
Supposedly, no texture-mapping was used to create the fighters. Model 3 can mould non-textured shapes to create any shape required.





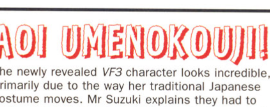
Dural's dramatic morphing appearance. A demonstration of effects that rival those of T2.

THE NOW-MYTHICAL AOU DEMO!!



The eight-minute demo displayed at the AOU (and also the Orlando ACME show) revealed six regular *VF* characters – Lau, Jacky, Pai, Jeffry and Dural – plus one of the two planned new fighters – a traditional Japanese female called Aoi Umenokouji. More than a demonstration of what *VF3* holds though, it was primarily a showcase for Sega's new Model 3 arcade board. As such, the game is set to undergo a number of alterations before it emerges in its final form. As Yu Suzuki explains, "The quality of the graphics will be further developed. So we can do better than the show version." As such the look of the characters may change. "We'll change the costumes if we can make better ones." says Mr Suzuki.
The backdrops also, are not finalised. "None of them will go straight into *VF3* as they are, but some will have the same image." continues Mr Suzuki. When asked if there was anymore news since the show, he replied "None for the time being. I am now concentrating on the development of even better things to show." He did however, have this to say, "I'm not sure what will develop, but if people play *VF3* they'll lose interest in *VF2*."





The newly revealed *VF3* character looks incredible, primarily due to the way her traditional Japanese costume moves. Mr Suzuki explains they had to make sure her moves worked with the flapping of her huge kimono sleeves. "Without this, we had no interest in creating Aoi." There were around three or four other possible characters, but to bring a full selection of new techniques to the game, Aoi was chosen. Using a custom combination of aikido and judo, she excels in counter attacks and parrying moves similar to Akira's 'surprise exchange'.



Aou performs a counter attack on Jacky, with her back to him. An all-new *VF3* technique?



Pai appeared on an underground platform. Could it be the Bryant's new Chicago stage?



Dressed in white, Pai's embroidered costume effectively shows Model 3's shifting and warping abilities. The material looks real.



The costumes aren't finalised, but AM2 say they may do away with the distinction between 1P and 2P costumes. We hope not.



Performing moves familiar to his fans – a spinning back knuckle and double roundhouse for example – Jacky's appearance is massively improved. His new red and black jacket, still with the fire emblem on the back, flapped about as he spun around, and the individual strands of his spiky hair were visible. He also looked unusually moody, but as AM2 explain, "His appearance on the Sarah (*VF1*) stage was well received, so we tried to light him up from below. His image will be 'cool'."



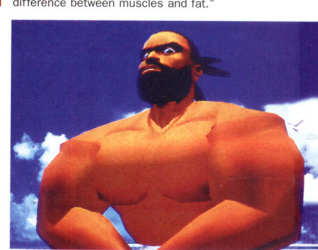
The stage that Jacky appeared on showcased an amazing transparent glass floor, complete with light reflections.



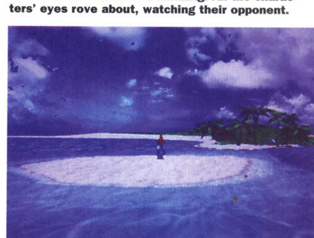
Jacky's jacket flapping about in mid-spin. The movement is utterly realistic. He also performs Bruce Lee-style nose-scratching.

JEFFRY McWILD!

All the characters revealed at the show caused astonishment, but only one – Jeffry – brought on fits of laughter from those assembled. Performing his finishing pose, his muscles rippled and exanded realistically. Amusing as this looked, it more importantly gave clues to the as yet unrevealed second new character – a wrestler known only as 'the plump man'. Yu Suzuki has said that the Model 3 board's capabilities are necessary to create the movement of this character's flabby body. But he adds, "It may look similar, but there is a difference between muscles and fat."



The facial details are amazing. All the characters' eyes rove about, watching their opponent.

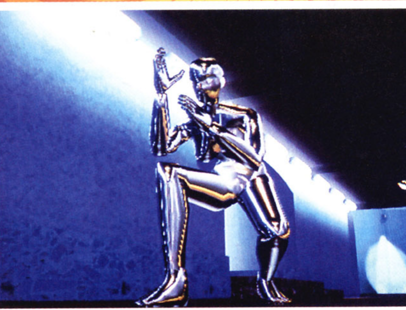


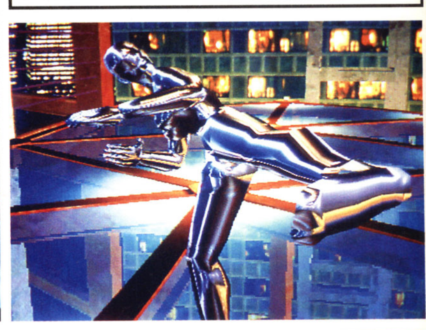
It's unclear where the ring edge, if at all, would be on Jeffry's South Sea Island stage. Perhaps you fight into the sea?



DURAL!

The robot boss from the previous *VF* games made a startling appearance on the demo. Whereas before Dural was the most visually basic fighter, this time she is by far the most amazing, demonstrating the Model 3 board's warping and reflective capabilities fully. Just like the T1000, she morphes up like mercury from the metal floor. This though, is not what she's going to be like in the game. "There's no great significance in this." explains Mr Suzuki, "We simply thought this scene would amaze people."

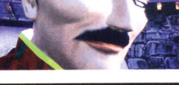




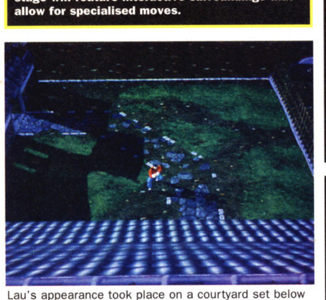
LAU CHAN!



Lau performs the incredible move that could well be a new technique for *VF3*. Perhaps each stage will feature interactive surroundings that allow for specialised moves.







Lau's appearance took place on a courtyard set below a castle. This is eventually to be Kagemaru's level. Most interestingly though, it was surrounded by walls, which at one point Kage actually used for a move. Grabbing hold of Pai's head, he leapt onto the wall and threw her from there. When questioned about this Mr Suzuki answered " There will be new fighting techniques. I don't know yet if there will be a scene with a wall on all sides. At the moment the thinking is, if there is a wall, there will be a technique using the wall."

NEW TECHNIQUES?

The big question over *VF3* is as to what new techniques will appear. From the demo some clues were given. Similar to *Fighting Vipers*, it seems that failing to grab with a throw may now leave you frozen and vulnerable to a counter.
Also, all the characters demonstrated the ability to evade sideways – a feat only Shun and Lion could previously perform. In fact, free movement into and out of the screen may now be fully utilised. Something that may prove essential with the more dramatic camera angles AM2 wish to employ, and the possible removal of the 'ring' altogether...

AM2 PLAY THE GAME!

Just to prove to the punters that what they saw on screen was the real thing, AM2 briefly put the game on demo play at the show. Although they controlled the characters themselves, it was clear everything was happening in real-time and that *VF3* contains a lot of never before seen features.

NEXT MONTH...

Whilst the AOU show demo gave a taster of *Virtua Fighter 3*, behind the scenes the game is already playable with a summer release in Japan still on the cards. With the Los Angeles E3 happening this month, we hope to bring you much more on this ground-breaking work next issue. Perhaps even pictures of finalised game action...



With VF3, AM2 may be working on the most incredible game ever seen , but first they intend on ruining your appetitie for it with some gaming confectionery. Enter – the VF Kids!

The idea might sound lame. A revamp on *Virtua Fighter 2*, but with big-headed 'kid' versions of the characters battling on cute backdrops. But there's far more to *VF Kids*, causing it to be one of the most talked about upcoming games in our office. For a start, it's on the ST-V board, meaning a perfect Saturn version is guaranteed. Secondly, it promises a number of brilliant refinements to the *Virtua Fighter 2* formula. Refinements that have actually been taken onboard the *VF3* project. And finally, AM2 are advertising it as superior to *VF2*. In their own words "It's a speed battle game far better than *Virtua Fighter 2*!" What's more, the characters look totally wicked!







EXCITING CAMERA ANGLES!

This is something AM2 have perfected for use in *VF3*, but *VF Kids* gets it first. For instance, when Wolf performs his spinning throw, instead of viewing it from one angle (as in *VF2*), you get to see him from the front with the back-drop spinning past behind. Plus, there are *Fighting Vipers*-style dynamic replays of particularly exciting attacks. As a result, *VF Kids* has far more moves that send opponents flying!



PRODUCT PLACEMENT!

You just can't get away from it. The Japanese version of *Fighting Vipers* had the Pepsi logo on Picky's board, *VF Kids* has yet more advertising for real Japanese products. When Jacky wins a fight, he pulls out a can of Java Tea. And Shun swigs from a can of Java Tea instead of his saki bottle. Perhaps it's because he's now underage! Also there's an all-new background for Pai vs Pai battles. Dolls fill the background and on the floor and walls are ads for Energen, another health drink for Ohtsuka Pharmaceuticals). Obviously thirsty work all this fighting.

▲ It's a soft drink, but it gets him sloshed. WEE-HIC!

THEY'RE AT AN EMOTIONAL AGE!

VF Kids adds far more life to the fighters than was evident in *VF2*. Apart from wincing when hit, they now display more emotion. All the characters are joyful when picked to fight (except Shun who looks angry). Jeffry – who in early versions looked fierce – is so happy he looks tearful. His eyes also go watery when he pulls his winning pose. And Kage's eyes now glint when his throws are successful.


△ Pained faces when they're hit.


△ You can see Kage's scar easily.

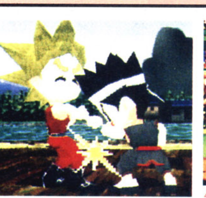

△ Jeffry has a strange tearful look.



△ When a new challenger enters, the fighters look up, surprised...



△ ...even if they've been KO'd. It's totally hilarious. Yes it is.



HEAVY HEADS!

The big heads are more than just a cosmetic change, they actually affect the way the game plays. For instance, when ducking to avoid an upper attack, the fighters have to lean back, as their heads are just too big to avoid it otherwise. It also seems, the heads are going to be 'heavy', perhaps adding centrifugal force to such moves as Wolf's spinning throw. And Kage's crown is easier than ever to knock off. After all, how could you miss a head that big?



△ The new Pai vs Pai stage! There's also a Shun-factory for the Shun vs Shun stage. Could be, that there's new backdrops for all the same character stages.

90% COMPLETE!

By the time you read this, *VF Kids* should be finished and running in Japanese arcades, with it hopefully appearing here soon. Expect more next month, hopefully with solid news on the Saturn version.
















This character is going to haunt your dreams!



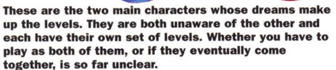
"Nobody can beat Sonic at running, so the only way was to fly!" – Ohsmima Naoto, director of *Sonic 1* and *Nights*.

Don't be fooled by the unassuming name. This is going to be one of the hottest games of the year. Need more convincing? How about the flawless track record of the Sonic Team!!

Last month we revealed that Mr Naka Yuji has reassembled his *Sonic Team* in preparation for a Saturn *Sonic* game. First though, they have something else completely amazing lined up. With *Nights*, Sonic Team had just one objective – to create a game that successfully replicates the sensation of flying free from the constraints of a flying machine! The result is one of the most impressive and innovative 3D games we've ever seen.

Nights is set in a dreamworld, between nightmares and good dreams. It follows the adventures of two kids who, troubled in their waking hours, journey to this land of their subconscious when asleep. It might sound deep, and in fact, Sonic Team studied the work of dream psychologists, Frederick Holtz and Jung to create a genuine dreamscape. However, don't be fooled by the big words – it's still the most exhilarating, addictive, character game we've seen since... *Sonic*!

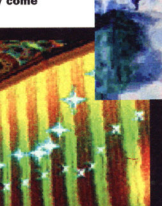




These are the two main characters whose dreams make up the levels. They are both unaware of the other and each have their own set of levels. Whether you have to play as both of them, or if they eventually come together, is so far unclear.



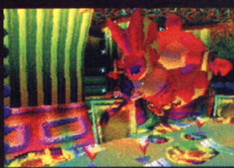
You can wander anywhere in the dreamworld. Elliot and Claris have full 360 degree horizontal plane movement.



The top L and R buttons spin the view around, so when you change direction you can always get a better angle.

The terrain has momentum, slowing you up hill and speeding you downhill.

This is the boss at the end of the forest level. A fat woman who has to be shifted to the end of the house... by throwing her!



Nights attacks by making a loop from his trail. Or by spinning the boss around!

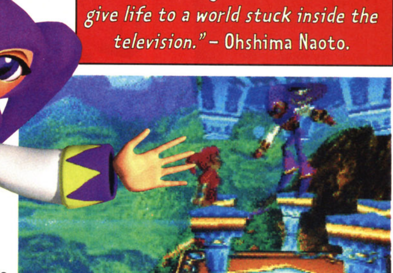


The surroundings are amazing, with walls and pillars that shatter on impact!

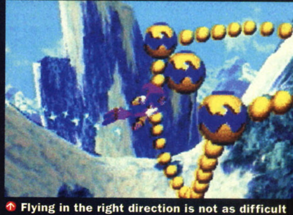
NIGHTS

> "We wanted a game that didn't feel like a doll being controlled, but to give life to a world stuck inside the television." – Ohshima Naoto.

Created by the game's main villain known as the Wiseman, Nights – hero of nightmares – is the key to the game. Once Elliot or Claris find Nights, they merge with him. Now you can control Nights and take to the skies!



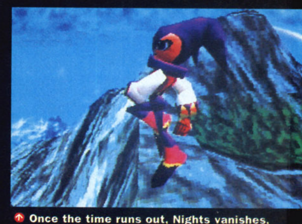
Controlling Nights is much like steering Ecco the Dolphin. He can perform loop-the-loops and barrel rolls.



Flying in the right direction is not as difficult as it may look. As in a Sonic game, there's always a neat route through the level.

Nights does weave in and out of the screen. Control-wise though, you only have to steer him left or right. If he can curve around an object, he will!

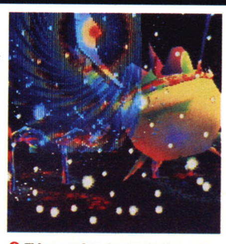
You can only control Nights for a limited time, during which you have to collect as many balls as possible. These have to be dropped off at a special temple.



Once the time runs out, Nights vanishes, sending your character plunging to the ground. Any balls you haven't cashed in, scatter!

BOSSES

There were only two bosses in the early version of *Nights* we saw. They were however, more impressive than any we've seen before, save perhaps the very best of *Panzer Dragoon Zwei*!



This amazing dragon is the only other boss so far revealed. The huge translucent galaxy that fills the sky is fantastic. Unfortunately you can't see it!

NIGHTMARIANS

The evil folk from Nightmare. The word 'badnik' springs to mind.

NIGHTOPIANS

The good people of Nightopia, they look just like the coneheads from the Japanese Saturn campaign.





NEXT MONTH...DREAM ON!

We've barely scratched the surface of this magical game here. *Nights* is set for worldwide release in September, with an analogue controller (sounds similar to the N64 pad) also being designed for it. Expect tons more next month.

NEW GAMES

Like we said at the start of the magazine, there are almost too many hot new games to account for this month. No. Make that DEFINITELY too many. So here we present the cream of what we expect will be haunting your dreams until release time later in the year. No crap, just as many facts as we can pass on.

ZERO DIVIDE 2

FORMAT: PLAYSTATION
FIGHTING GAME
BY: ZOOM
1-2 PLAYER
DUE: TBC (JAPAN)

Definitely worth a mention is the sequel to Zoom's spectacular *Zero Divide*. The original (published by Ocean in the Europe) attracted mixed reviews right across the globe. But its blend of *VF*-style gameplay (albeit a tad sluggish), and amazing presentation, both sonically and visually, rate *ZD* as a truly impressive PS title. Zoom are only a small team, but what they lack in number they make up for with ingenuity and an obvious enthusiasm for their games. So what can we expect from *ZD2*? Well the game now runs at 60 fps, the response time and overall gameplay speed is accelerated, and units shatter dramatically when damaged, thus exposing the skeleton beneath! The game is still far from completion – only two droids and backdrops were on show at the recent PS Expo – so let's hope Zoom can draw a few gasps again with this difficult sequel.



VIPER

FORMAT: PLAYSTATION, SATURN, AND PC CD-ROM
AIR COMBAT
BY: NEON
1 PLAYER
DUE: SEPTEMBER

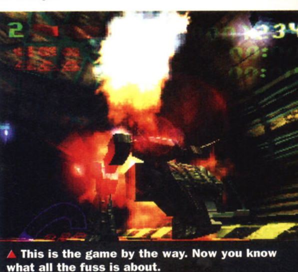
One thing's for sure – *Viper* is one hell of an impressive demo. It features a magnificent-looking military-style helicopter, fully controllable through 360 degrees in the midst of a future cityscape. In *Viper*'s present state players can climb, dive, bank, and turn the copter within a small sector of this city. The response is quick, and the sensation exhilarating. Joining the chopper in the night sky is a huge aircraft which has the appearance of a WWII Wellington Bomber. In this demo the bomber does nothing except look quite awesome. The only other activity comes from small, unidentifiable aircraft which explode spectacularly when targeted by the heli's missiles. In fact if there's one thing that strikes you the most about the *Viper* demo, it's the pyrotechnics – especially the shockwaves. Along with *Tunnel B1*, Neon are certainly working their much touted 3D engine to the max. We can't wait for the games to happen.



TUNNEL B1

FORMAT: PLAYSTATION, SATURN, AND PC CD-ROM
STRATEGIC SHOOT 'EM UP
BY: NEON
1 PLAYER
DUE: JULY

Somewhere between *Descent* and *Wipeout*, falls Neon's *Tunnel B1* – sitting players in the cockpit of 'an advanced fighter craft' of unknown origin, armed fender to slick fender with awesome firepower. As with *Viper*, the quality of graphics and sound is second to none. In terms of presentation, *TB1* has everything a PlayStation fan takes for granted, PC owners expect, and Saturn fans pray for. Even better, the makings of a game exist: pilot your futuremobile down a series of tunnels, and other claustrophobic zones (sewers, back alleys, ect.) blasting intelligent artificial life forms with a colourful assortment of weaponry. Now let's try the machine-guns – oo! Nice! The reason everything is so closed-in is obvious – everybody hates 'clipping' which is unavoidable on 32-bit hardware. The trick is to hide it! The premise of the game is equally quick to fathom – players love *Doom* and *Descent*. What's not so easy to picture is whether *TB1*'s tactical hit-and-run approach will work out to be that much fun. But Ocean, who are publishing Neon's stuff over here, assure us that the near finished version is a masterpiece.

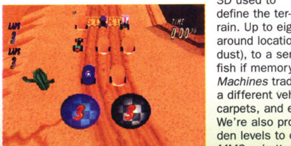


▲ This is the game by the way. Now you know what all the fuss is about.









SUPERSONIC RACERS

FORMAT: PLAYSTATION
RACING GAME
BY: SUPERSONIC
1-8 PLAYERS
DUE: SEPTEMBER

The creators of *Micro Machines 2* have worked their genius once more, it seems - this time on the PlayStation. The cool license has gone, but the gameplay remains the same, and the new hardware enables the visuals to impress in an original way. Like *Micro Machines*, *Supersonic Racers* is viewed from a top-down perspective, with 3D used to define the terrain. Up to eight players may select a car to race, around locations varying from dusty desert (without the dust), to a serene underwater scene – complete with fish if memory serves corretly. In keeping with *Micro Machines* tradition, each of the 10 new locales require a different vehicle, so expect to see submarines, magic carpets, and even skis in the finished game. Cool. We're also promised loads of secret bonuses and hidden levels to discover. So long as it plays the same as *MM2* or better, that's all that matters. More soon.



▲ Thanks to 32-bit hardware, SS Racers is presented in cool 3D.

MISSILE COMMAND

FORMAT: SERIES 2000 (SD AND SU)
VR SHOOT EM UP
BY: VIRTUALITY
1-4 PLAYERS
DUE: OUT NOW

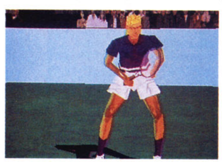
Remember how we praised *Missile Command* on the Jaguar last month? Well, the co-developers of that game – Virtuality Ltd – have gone ahead and issued a version for their site-based arcade systems. We seriously suggest you go and check this out, as the experience is surreal enough on the Jaguar; without a motion-tracking head-set. Destroy the in-coming missiles by gazing around through 360 degrees, then prepare to encounter screen-size Boss ships. Players can go it alone, or team up with friends to defend planet earth. There's only three cities depicted, but the appeal is the frantic blast action anyhow. Looks like VR is where this game truly belongs. It's a shame that the cool licensing agreement between Atari and Virtuality never really took off.

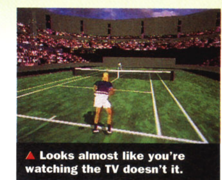


PETE SAMPRAS EXTREME

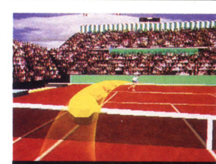
FORMAT: PLAYSTATION, PC CD-ROM
TENNIS SIM
BY: CODEMASTERS
1-4 PLAYERS
DUE: JUNE

Sales figures of almost 1/4 of a million have established *Pete Sampras Tennis* on the Mega Drive as a BIG success. Codemaster's next step is to develop their brand for PlayStation and PC CD-ROM. An early version of the PS version was demoed at the ECTS, where, from a short distance away, it appeared that we were watching a television broadcast. So the game looks great, and so it should considering the accurate 8-camera motion-capture technology involved. All movement is based on Sampras' own, and the Artificial Intelligence has been programmed to respond in the Sampras style. AI is also used to develop computer-controlled players, so that cheap tactics are unlikely to win you the game, set, or match. Novelty value – such as there is in a Tennis simulation – comes from having umpires of all nationalities, and a crowd that reacts directly to the on-court action. Plus there's a pseudo-television sports show 'broadcast' during matches, which was created using sets from BBC Midlands – complete with Satellite link-ups with other virtual venues. Expect *Sampras Extreme* to be served in time for 'rain stops play' at Wimbledon.





▲ Looks almost like you're watching the TV doesn't it.



▲ But if Wimbledon looks like this on your TV, see a doctor!



KUMITE

FORMAT: SATURN AND PLAYSTATION
FIGHTING GAME
BY: KONAMI
1-2 PLAYERS
DUE: SEPTEMBER

A 3D fight game, in which weapon-based fighting sits alongside unarmed combat in the same game. Konami's American R&D are going for realism all the way, representing a fighting styles from around the world: Penchak-Silat, Tae Kwon Do, Capoeira, Kempo Karate, and Escrima (Filipino stick-fighting). The first of *Kumite*'s advanced features is the realistic damage caused by weapons, where fighters will become bruised and even cut. Second most impressive innovation is terrain effects – fight on a hillside, and there will be high and low ground to account for. Of equal interest is the grappling system, under which fighters may perform a wide range of techniques while holding onto an opponent: throw them around a bit, or dig in a few elbows to the face. On top of that, all characters are said to have Akira-style block-breaking techniques. Now imagine this running in 60 fps, with appropriate ethnic music for each location. Wow! Look out for our special Konami US report next month.



▲ MDK. A view from inside Zach's helmet. The sniper sight is situated at the top of the screen

MDK

FORMAT: PC CD-ROM
ACTION ADVENTURE
BY: SHINY ENTERTAINMENT
1 PLAYER
DUE: 4TH QUARTER 96

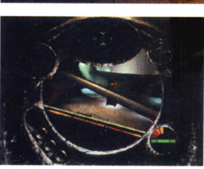


First off, what we most love about *MDK* is the thinking behind it. More specifically the philosophy of company President Dave Perry: Quote, "Someday I am planning to have kids, now I try to make better games so that their friends don't hate them at school." And so to the plot behind Shiny's most promising title to date: The universe is strewn with energy streams, which serve as freeways for evil beings known as 'Stream Riders'. Having found an entrance to our galaxy, a massive convoy of Stream Riders invade earth – bringing their cities with them! Helpless, the human race goes into hiding. There is, of course, one heroic character crazy enough to fight back – but only because he has the benefit of a mad professor's inventions to aid him. 'Zach' is armed with "The World's Most Interesting Bomb", The Human Mortar", and "The World's Smallest Nuclear Explosion". Just the job for tackling aliens who have the uncanny ability of transforming themselves into pure energy! The game is divided into four styles: Freefall, Traversal, BOSS, and Blast-Off. That's all the details we have so far, except for examples of Shiny's clever new 3D game technology – the in-game screenshots are almost a match for the rendered intro sequence. As far as the depth of play is concerned, one example we are given is a sniper, with a targeting system so accurate that it is capable of knocking a cup of coffee out of an enemy's hand. Another is the fact that *MDK* takes first-person games out of the corridors and into "vast open cities where you can see for miles." Just remember: the thing about Shiny is that they always live up to the hype!



▲ The game can be played from this perspective too!







▲ Lure enemies into your sights by injuring their friends first, alerting them to danger!

NEW GAMES

EXHUMED



FORMAT: SATURN, PLAYSTATION, PC CD-ROM
3D HUNTER KILLER
BY: LOBOTOMY
MULTIPLAYER
DUE: 3RD QUARTER

One of the many titles being developed using Apogee's *Duke Nukem* game engine. In this case Lobotomy are using ancient Egypt as their playground. As with *DN*, players can look up or down, swim, jump, and squat in addition to the usual running and strafing techniques of *Doom*. There's also an optional third-person viewpoint for players who wish to see themselves in action. Arm yourself with anything from a Machete to an M-60 machine gun. Or summon ancient magic, Hexen style, through a Cobra Staff or Eye of Ra. With such a diverse environment to explore, players need to be on the look out for strange power-ups to increase their chances of survival. Like, how does a 'Servant's Hand' grab you – that doubles the effects of weapons? At the moment, PlayStation and PC owners are well catered for with this type of game. Still you should look forward to Exhumed. And Saturn players should DEFINITELY be excited. Much more next month.



FIRO AND KLAWD

FORMAT: PLAYSTATION, PC CD-ROM, SATURN
ACTION ADVENTURE
BY: INTERACTIVE STUDIOS
1-2 PLAYER
DUE: OCTOBER (SAT IN 97)

Interactive Studios are best known for their successful *Dizzy* series, which most NES veterans should remember. Now Interactive are being backed by BMG to produce a creative new title, intended to introduce old-style playability to the stifling 32-bit market. Of all the nerve...! Still what they have is impressive: 30 fully rendered 3D characters, each with unique personality, occupying eight isometric worlds – and running amok amidst it all are Firo and Klawd. Firo – an Orang-tan police officer. Klawd – a streetwise cat. Together they've become entangled with New Yak city's Counterfeit King of Crime, and are forced to work together to bring about his downfall. The action is essentially based around lots of shooting, as played from the isometric viewpoint. However there are bonus games which imitate *Virtua Cop*, interspersed with lots of 'detective' work, and... well there's a total of 30 minutes FMV to endure. But we're told it's all crucial to the plot, and there are multiple endings included into the deal.



J-LEAGUE VICTORY GOAL 96

FORMAT:SATURN
BY: SEGA
DUE: NOW (IMPORT)

The first *Victory Goal* on Saturn was one of the four UK launch games, and it wasn't very good. For the sequel, recently released in Japan, Sega have gone for full-3D *Virtua Striker* style graphics, and gameplay which is a cross between the original and the Model 2 coin-op. It's got all the real J-League teams, real commentators, and a selection of special moves – flick ups, diving headers, shimmies, backheels, and one-twos. There are three different stadiums in which to play, along with different surfaces and weather conditions. Hopefully, it'll be released in the UK with new teams and a new name before Christmas, but with the excellent *Euro '96* out this Summer, is anyone really bothered?







▲ Virtua Striker in the home at last – but better all round!!!



GALAXIAN 3

FORMAT: PLAYSTATION
BY: NAMCO
DUE: NOW (IMPORT)

If you go to some of the bigger arcades around the country, you may notice a giant cinema-like section at the back. That's *Galaxian 3*. It's a six-player sit-down FMV game which plays like an interactive simulator – a rendered Full Motion Video film plays while all six gunners fight off the 3D enemies flying around. This version is compatible with the PlayStation multi-tap, allowing up to four players at a time, but everything else is pretty much identical, right down to a visible line down the middle of the screen (the arcade version comprises of separate monitors). It also includes two missions: "*Project Dragoon*" and "*The Rising of GOURB*" and will be released in the UK soon.



▲ With a bit of luck, *MT GP2* should be a big improvement.

MOTOR TOON GP 2

FORMAT: PLAYSTATION
BY: SONY IN-HOUSE
DUE: LATE SUMMER '96

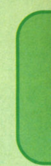
Original *Motor Toon GP* – Sony's answer to the cuteness of *MarioKart* – never proved very successful. Although it played reasonably well, the game looked particularly glitchy and rushed. *GP 2* will hopefully prove far more impressive. Showcased at the recent ECTS – a good sign, because it means Sony are going to release this one officially – the bubbly cartoon graphics look far more solid. Gameplay-wise though, it doesn't seem that much different. Expect more next month.

ORION BURGER



FORMAT: PC CD-ROM
BY: US GOLD
DUE: SEPTEMBER

We receive some funny stuff from software companies, but recently we've been intrigued by strange gifts marked only '*Orion Burger*'. A full-size human skeleton complete with organs, and a fast food menu for human flesh burgers, to be exact. Finally though, the answer has been revealed, and as you could have guessed it's a game about hamburgers made from *human meat*!. A point-and-click adventure owing much to LucasArts, the game follows a hapless human, Will, who is picked up The Orion Burger Corporation (who make said patties). First though, they have to give him a guinea-pig-style IQ test. Escaping, he has to relive his previous day over and over again (Groundhog Day-style) to learn skills necessary to pass the test. Excellent animation and sound from Hanna Barbera pros makes *Orion Burger* already look very tasty (sorry, bad pun).



TOMB RAIDER

FORMAT: PLAYSTATION, SATURN, PC CD-ROM ACTION ADVENTURE
BY: CORE
1 PLAYER
DUE: 4TH QUARTER

As featured briefly on the Editorial pages this month, *Tomb Raider* emerged as one of the most impressive demos at the ECTS. Perhaps the biggest shock is that this game, which looks similar to Capcom's *Resident Evil* from the shots, is completely presented in a real-time 3D world. So instead of being restricted to static angles, the third-person camera tracks the central character – Lara Croft – wherever she goes. The level Paul saw featured a vast underground cavern, inhabited by wolves which moved with all the realism of the Dobermans in *RE*. In addition there was a rope bridge which panned right across the screen as Lara walked beneath it. In the distance, yet more wolves patrolled a rocky outcrop. Lara is an extremely versatile character, able to run, jump, and climb to achieve her aims. She also looks equally cool toting a gun. Over 2000 frames of animation are used to convey Lara's movements alone, everything is light-sourced – yes even on the Saturn – and on every platform the game looks incredible. We can't wait to bring you more coverage on this spectacular game!!!





OLYMPIC GAMES

FORMAT: PLAYSTATION, SATURN, PC CD-ROM, 3DO
BY: US GOLD
DUE: JUNE '96

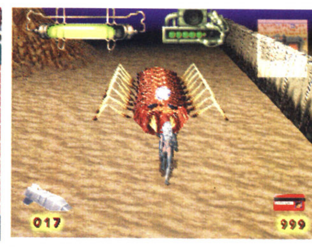
This year's Atlanta Olympic Games have obviously sparked a resurgence of button-tapping sport games. *Track And Field* is currently proving very popular in our office, and US Gold have their official license of the Olympic Games ready for release. A much greater line-up of events is on offer here. 100m, 400m, Long Jump, Triple Jump, High Jump, Pole Vault, Discus, Javelin, Hammer, Swimming, Rapid Fire Pistol Shooting, Skeet Shooting, Archery, Weightlifting and Fencing, all modelled using texture-mapped polygon graphics. This certainly offers more variety than *T&F*. If it can offer better quality too, it'll be a winner.



STEEL HARBINGER

FORMAT: PLAYSTATION
BY: MINDSCAPE
DUE: AUTUMN '96

"Half human. Half Alien. All destruction." That's how Mindscape describe the scantily-clad heroine of their upcoming shoot 'em up. Set on Earth in 2069, a hail of alien pods have landed, spreading tentacles that turn every life form into mutant killing machines. As a scientist desperately searches for a solution, his daughter is semi-infected, turning her into Earth's last hope. Plenty of awesome weaponry, and vehicles such as tanks to control, make *Harbinger* a potentially red hot blaster, as you wipe out American cities, Antarctic bases and even journey to the moon. Plus, it's got some impressively cheesy B-Movie style FMV cut-scenes.



OLYMPIC SOCCER

FORMAT: PLAYSTATION, SATURN, PC CD-ROM, 3DO
BY: US GOLD
DUE: JUNE '96

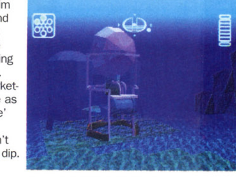
The ongoing quest to find another marketable football license has led to a soccer title based on this year's Olympic Games (just the soccer bit though). While it may not have professional football stars, *Olympic Soccer* does promise 32 olympic standard teams from across the globe, all polygon-generated and motion-captured in the time-honoured way. US Gold freely admit the game may look less impressive than *Actua Soccer*, pushing the game instead on its playability. Each player has over twenty moves at their disposal, promising a level of control never seen before in a soccer game. And to top the whole thing off, there's commentary by Radio 5 Live's Alan Green.



AQUANAUTS HOLIDAY

FORMAT: PLAYSTATION
BY: ARTDINK
DUE: AUTUMN '96

Occasionally, a genuinely new type of game comes along. When *Aquanaut's Holiday* appeared on PlayStation in Japan around a year ago, it looked to be one such game, but proved too incomprehensible for most of us to fathom. Now a British version is set for release and it definitely looks good. The game puts you in the role of a deep sea diver who has to survey an area of seabed and build a coral reef. Fish, manta rays, sharks and teeming hosts of other 'living, breathing' sea creatures swim about you. And you can even communicate with them using sound waves. Sony are marketing this game as an 'experience' more than a game. We can't wait to take a dip.



SOVIET STRIKE

FORMAT: PC, PLAYSTATION, SATURN
BY: ELECTRONIC ARTS
DUE: 4TH QUARTER

This is big news. No information has yet been released on this, but we've been given these first screenshots of the next generation of "*Strike*" games. The previous games – *Desert Strike*, *Jungle Strike* and *Urban Strike* – have all been incredibly popular, both with the press and the public, and there's no doubt that the 32-bit versions will do just as well. Judging by these actual screenshots, the game is played from a similar viewpoint as before – only in 3D! It certainly looks fantastic and we can't wait to play it properly, to find out exactly how it adds to the other *Strike* games!

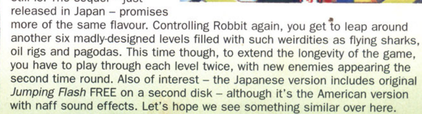




JUMPING FLASH 2

FORMAT: PLAYSTATION
BY: SONY IN-HOUSE
DUE: LATE SUMMER '96

When *Jumping Flash* surfaced on PlayStation last year, it turned out to be one of the most original and entertaining games we'd ever played. And still is. The sequel – just released in Japan – promises more of the same flavour. Controlling Robbit again, you get to leap around another six madly-designed levels filled with such weirdities as flying sharks, oil rigs and pagodas. This time though, to extend the longevity of the game, you have to play through each level twice, with new enemies appearing the second time round. Also of interest – the Japanese version includes original *Jumping Flash* FREE on a second disk – although it's the American version with naff sound effects. Let's hope we see something similar over here.





SHAOLIN

BEAT 'EM UPS THRU KUNG FU AND 120 BPM

Take an empty room, a couple of old TV sets, a mean music system and a bunch of karate kicking monks. What have you got...? No.. not the CVG office, but something that's set to be the cult event of the 90's – SHAOLIN. This underground movement started in America around five years ago, and has a following that would rival the Rocky Horror Show.



Kung Fu Movies, Hip-hop music and hard-core gaming. This craze began life in New York's Staten Island, which has since been renamed my it patrons.. SHAOLIN. The name comes from an ancient Buddhist Monastery in China, famous throughout Eastern culture for it's school of Martial Arts, and monks who roam the land dressed in orange sheets defending the good and righteous...blah, blah, blah. Shaolin has become the subject of countless fables, films and comic books.

But what has this got to do with computer games? Event organizer, Jap Longo filled us in....

"I've always been a huge fan of Kung Fu movies. I studied Japanese and Chinese culture at University and wrote my dissertation on a very famous film hero, John Wu, the star of films like Hard Target and Broken Arrow. When I heard about Shaolin I got together with an old school friend, Ben Slotover, with the idea of creating a similar event in London."



Shaolin is combination of Jap's biggest passions: Kung Fu movies, Hip-hop music and Computer gaming. The venue consists of TV screens with classic games like *Pong* and Atari's *Kombat*, and a 7 foot video wall running the awesome *VF2*. There is a powerful music system thumping out hip-hop tunes, a makeshift bar... and a porta-loo.

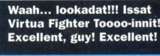
"The venue isn't really as big as we'd have liked, but we were running on a limited budget and weren't sure how good a response we'd get" says Jap. "But we really wanted to do this, so we clubbed together and came up with £600. The response has been fantastic. We've had over a hundred reservations... and we were only expecting 30".

The idea is that Kung Fu fans can get together, have a drink, listen to some sounds, watch a feature length movie... and then thrash it out on *VF2*. Eventually Jap and Ben hope it'll become a screening venue for major Japanese video distributors, as there's currently nowhere in the UK that offers this.

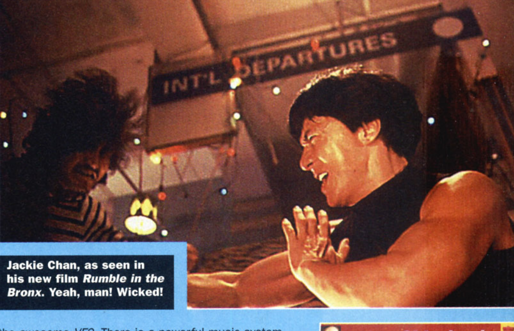
So... can 2 guys, £600 and bucket-load of enthusiasm start a cult movement...? Well the next Shaolin is scheduled for the 1st May... venue unknown. If you're interested in promoting the Shaolin philosophy to your neck of the woods, drop us a line.

COME BACK AGAIN; IN ABOUT A MONTH!





Waah... lookadat!!! Issat Virtua Fighter Toooo-innit! Excellent, guy! Excellent!



Jackie Chan, as seen in his new film *Rumble in the Bronx*. Yeah, man! Wicked!



Old wine in a new bottle



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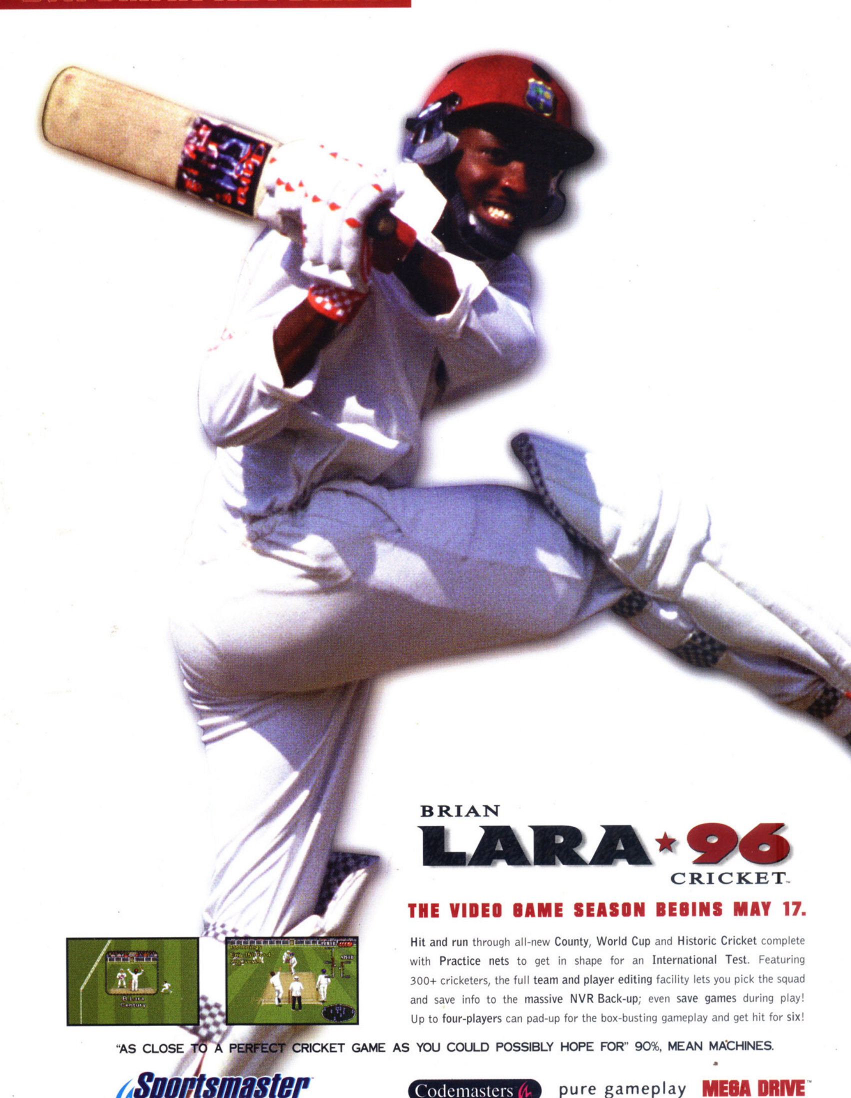
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Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 19.04.96 E .& O.E. SAVE = Saving off full retail price.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

reserve.co Creditcharge card subject to status. See the club magazine for details.


BATSMAN RETURNS.
BRIAN
LARA ★ 96
CRICKET
THE VIDEO GAME SEASON BEGINS MAY 17.
Hit and run through all-new County, World Cup and Historic Cricket complete with Practice nets to get in shape for an International Test. Featuring 300+ cricketers, the full team and player editing facility lets you pick the squad and save info to the massive NVR Back-up; even save games during play! Up to four-players can pad-up for the box-busting gameplay and get hit for six!
"AS CLOSE TO A PERFECT CRICKET GAME AS YOU COULD POSSIBLY HOPE FOR" 90%, MEAN MACHINES.
Sportsmaster
WORLD CLASS PLAYERS
Codemasters
pure gameplay
MEGA DRIVE



June 1996

FREEPLAY

Issue 2

•stop press•

CHIP ENABLES IMPORT GAMES TO RUN ON ALL PLAYSTATIONS

Those of you running imported PlayStation games on your British machine will find this story very interesting. As you may know, there are a couple of ways in which the PS can be tricked into playing games intended for another country. These methods either put your disk drive at risk, and in any case are prone to drop outs in the music tracks. But now a special chip has become available – rumoured to be the exact same chip incorporated in Sony's development 'de-bugging' stations. Many importers have been quick to order their batches of chips, which arrive complete with instructions on how to install them. What's more, they're cheap. Very cheap. Like, less than fifty quid each cheap – which is about the same price as importers have been charging for a dodgy 'switch job'.

Before you get too excited, bear in mind that conversion jobs have been extremely risky until recently, with an alarmingly low success rate. Engineers carrying out the work on an eager customer's behalf have been reluctant to guarantee anything. The bottom line is that you could be throwing £300 down the toilet. On the other hand, successful 'implants' are rewarding more and more players with the option to run any import game on their prize console – without any problems whatsoever.

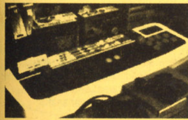
At the time of going to press, hacker supremos Datel are rumoured to be finalising a fail-safe version of this chip of their own. No doubt you'll be seeing these advertised in the near future. In fact numerous Independents are coming out of the woodwork, offering similar GUARANTEED services of their own.

We contacted Sony Europe for a comment, but nobody got back to us. Still, you can predict what they'd have to say on the matter: shake hands with one of these chips, and wave goodbye to any warranty with the other.

Goemon from Konami. A cool game that will NEVER EVER get an official release...

N64-STYLE CONTROLLER FOR SATURN

Sega's enthusiasm for matching Nintendo's 64-bit machine blow for blow has resulted in the company announcing its own analogue controller for the Saturn. No doubt to coincide with the worldwide release of *Nights* this September. Rumours are already flying on the internet as to how this new peripheral might look, along with the types of games that might become available in the future. Ahh... you can't beat a bit of healthy speculation. Back in reality though, a home version of the entire MEGA-LO control panel is now available in Japan. It's full-size, two-player, and incorporates two eight micro-switched buttons (six plus the shoulder buttons) on each side, and two joysticks. Told you: Japan loves the Saturn. What next – an AS-1?!



BUT DO SEGA LOVE REALLY LOVE YOU...?

Some people may not feel so sure. If you own any of the following, prepare for some really crappy news:

Mega-CD 32X Game Gear

Right. They've all been dropped. Which means no more software support for any of those Sega systems. From now on Sega are concentrating on the Pico (their children's computer), Mega Drive and...um...er... that other one. Saturn! Well, at least this means they now have a leaner and meaner operation to combat Nintendo and Sony in the months to come. Even if it does mean brassing off everybody who bought the hype over lots of quids worth of hardware.

WIN! WIN! WIN! WIN! WIN! WIN!

To celebrate the death of the 32X, we're giving away 2 of them, complete with a copy of *Virtua Fighter* each! Even though you won't be able to buy any new games for it, at least you'll have an interesting mushroom-shaped collector's item! Simply answer this question:
Which game did Atari have to bury thousands of copies of in the Nevada desert?
Send your entries in, pronto to:
R.I.P. 32X,CVG Magazine,Priory Court,30-32 Farringdon Lane,London,EC1R 3AU.

READERS MOST WANTED CHART

Here's what games and hardware you lot want to see most this month. Keep sending us your lists...

1	NINTENDO 64	FOR REAL!
2	VIRTUA FIGHTER 3	ARCADE
3	SONIC PLATFORM GAME	SATURN
4	MORTAL KOMBAT TRILOGY	PLAYSTATION
5	MORTAL KOMBAT 4	ARCADE
6	DAYTONA REMIX	SATURN
7	FIGHTING VIPERS	SATURN
8	DARK FORCES	PLAYSTATION
9	RAVE RACER	PLAYSTATION
10	SONIC FIGHTERS	ARCADE

To continue this chart, we need YOUR support. So when you send anything into CVG (Letters, art, tips, anything), we want your Top 3 Most Wanted List too, in chosen order. If you don't do this, we'll bin your mail. SO DO IT, OKAY PAL!? Oh, and by "Most Wanted" we mean 'what you can't wait to see released', not 'what you most want for your birthday' or anything. Ta very much.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	STAR TREK DS9: HARBINGER	PC CD-ROM	OCEAN
2	3	DOGZ	PC CD-ROM	MINDSCAPE
3	9	DUKE NUKEM 3D: DEMO	PC CD-ROM	U.S. GOLD
4	2	WORMS: REINFORCEMENTS	PC CD-ROM	OCEAN
5	7	CIVILISATION 2	PC CD-ROM	MICROPROSE
6	1	WORMS	PC CD-ROM	OCEAN
7	6	SENSIBLE WORLD OF SOCCER	AMIGA	TIME WARNER
8	10	WORMS	AMIGA	OCEAN
9	11	NEED FOR SPEED	PLAYSTATION	E.A.
10	4	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
11	8	TOY STORY	MEGA DRIVE	SEGA
12	5	X-MEN: CHILDREN OF THE ATOM	SATURN	ACCLAIM
13	12	COMMAND & CONQUER	PC CD-ROM	VIRGIN
14	15	GRAND PRIX MANAGER	PC CD-ROM	MICROPROSE
15	19	MAGIC CARPET	PLAYSTATION	E.A.
16	17	FIFA '96	MEGA DRIVE	E.A.
17	NE	THEME PARK CLASSICS	PC CD-ROM	E.A.
18	20	FIFA '96	PC CD-ROM	EA
19	RE	ACTUA SOCCER	PLAYSTATION	GREMLIN
20	13	COMMAND & CONQUER: COVERT OPS.	PC CD-ROM	VIRGIN

JAPANESE MULTI-FORMAT SALES TOP 10

1	TEKKEN 2	PLAYSTATION
2	BIOHAZARD	PLAYSTATION
3	KIRBY SUPER DELUXE	SUPER FAMICOM
4	KANADERU	SUPER FAMICOM
5	SUPER MARIO RPG	SUPER FAMICOM
6	DERBY STALLION '96	SUPER FAMICOM
7	VICTORY GOAL '96	SATURN
8	LUDERA	SUPER FAMICOM
9	DRAGONFORCE	SATURN
10	GUNDAM 2.0	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	RESIDENT EVIL	PLAYSTATION
2	WILLIAM'S ARCADE GREATEST HITS	PLAYSTATION
3	BOTTOM OF THE 9TH	PLAYSTATION
4	X-MEN: CHILDREN OF THE ATOM	SATURN
5	NBA LIVE '96	PLAYSTATION
6	NBA SHOOT OUT (TOTAL NBA)	PLAYSTATION
7	NIGHT WARRIORS	SATURN
8	NEED FOR SPEED	PLAYSTATION
9	RETURN FIRE	PLAYSTATION
10	ALIEN TRILOGY	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	VIRTUA FIGHTER 2	SATURN
2	STREET FIGHTER ZERO	SATURN
3	QUAKE	PC
4	FIGHTING VIPERS	ARCADE
5	TRACK AND FIELD	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These charts don't have anything to do with sales at all. These are simply the games we recommend you get for your machine this month. G-g-g-g-groinks!

SATURN UK TOP 5

1	PANZER DRAGOON ZWEI	SEGA
2	VIRTUA FIGHTER 2	SEGA
3	STREET FIGHTER ALPHA	VIRGIN
4	NIGHT WARRIORS	VIRGIN
5	EURO '96	SEGA

SATURN IMPORT TOP 5

1	PANZER DRAGOON ZWEI	SEGA
2	VICTORY GOAL '96	SEGA
3	VAMPIRE HUNTER	CAPCOM
4	LEGEND OF THOR	SEGA
5	GUARDIAN HEROES	SEGA

PLAYSTATION UK TOP 5

1	STREET FIGHTER ALPHA	VIRGIN
2	RESIDENT EVIL	VIRGIN
3	RIDGE RACER REVOLUTION	SONY
4	ALIEN TRILOGY	ACCLAIM
5	NAMCO MUSEUM VOL. 1	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 2	NAMCO
2	BIO HAZARD	CAPCOM
3	STREET FIGHTER ZERO	CAPCOM
4	RETURN FIRE (US)	TIME WARNER
5	DARKSTALKERS	CAPCOM

PC TOP 5

1	QUAKE DEATHMATCH TEST	ID SOFTWARE
2	DUKE NUKEM 3D: SHAREWARE	US GOLD
3	TERRANOVA	VIRGIN
4	COMMAND & CONQUER: COVERT OPS.	VIRGIN
5	DESCENT 2	INTERPLAY

MEGA DRIVE TOP 3

1	TOY STORY	SEGA
2	EARTHWORM JIM 2	VIRGIN
3	GUNSTAR HEROES	SEGA

SUPER NES TOP 3

1	SUPER MARIO BUNDLE	THE
2	YOSHI'S ISLAND	THE
3	SUPER METROID	THE

3DO TOP 3

1	RETURN FIRE: MAPS O' DEATH	EA
2	FOES OF ALI	EA
3	SUPER SF2 TURBO	PANASONIC

ARCADE TOP 5

1	STREET FIGHTER ALPHA 2	CAPCOM
2	VIRTUAL ON	SEGA
3	FIGHTING VIPERS	SEGA
4	MANX TT	SEGA
5	SOUL EDGE	NAMCO

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Eeeee eee eeee eeek eeee ee ee ee ee ee ee eeeeeeeeek ee ee ee ee eeek scrit scrit scrit eeee eeee scrit scrit eeek...beep. Yes it's time to get your Azimuth head alignment kits out again as Dave (The micro goblin or something) Kelsall rummages into the nostalgic world of retro gaming.

C&VG

LUCASARTS SPECIAL

Q: Please MicroGoblin, how do I start my retro games collection?

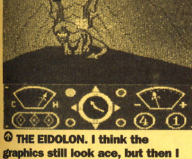
A: Buy a Commodore 64 (£30 or less with a load of games usually) and then hunt down *Rescue on Fractulus*, *Ballblazer*, *Koronis Rift* and the *Eidolon*. They're BRIIIIILIANT, honest!

These were among the first games to role out of the then recently set up LUCASARTS label. Many of you will be more familiar with some of their latest releases- *Dark Forces*, *TIE Fighter* etc...

Rescue on Fractulus was, I think, the first game to use fractals to generate a 3D scenery that never repeated itself, yet was consistent and believable. I played it last week and I couldn't believe how good it still looked...apparently GEORGE LUCAS helped with the action in the game as the programmers, chuffed to bits with their fractals, forgot to include a game.

RESCUE ON FRACTULUS used an ingenious fractal game engine to generate the scenery. In many ways the graphics were a precursor to the DOOM style games! I think.

The main objective is to pick up a quota of stranded pilots and scoot them of to a waiting mothership. You've also got to dodge lazer fire from cliff mounted canons and every now and again a nasty alien will try and get into your ship, wait for him to bang on your cockpit and frazzle him!



THE EIDOLON. I think the graphics still look ace, but then I would wouldn't I. It's not just nostalgia, honest.

The Eidolon, an underground timetravel adventure where you gather gems and defeat dragons, is more than fractals turned upside down. The program features a number of innovations, not the least being the music that plays during loading sequences—helping to remove that "waiting" syndrome.

But the most interesting of all is the large size of the on-screen characters. The programmers developed ACE (Animation Cell Editor). This program let them create cell animation similar to that of hand-drawn cartoons resulting in some HUGE animated dragons!

Koronis Rift puts you behind the steering wheel of a Land Rover searching the land for valuable devices from the deserted hulls of alien spaceships. Bring as many as you can back to your ship, where a robot translates the booty into cash, ship stores or systems to carry on the rover. The graphics are AWESOME 'cos of all the new fangled techniques they learned in *Fractulus*, I suppose.



Avoid the lengthy cassette loading times of the brilliant and underrated KORONIS RIFT by hunting down the Disk version.

AMAZING FACTS NO.1

CHRISTIAN URQUART'S (AUTHOR OF OCEAN'S HUNCHBACK) FAVOURITE FOOD IS FISH. **AN EXCLUSIVE FROM THE C&VG YEARBOOK 1985!!!**

BALLBLAZER was so good that they're bringing out a version on the Playstation. I think they should bring back TEXAN bars as well because they were yummy.

Last but not least is *Ballblazer*, soon to be updated on the PlayStation, which is a very playable split screen space football type of thing. All you have to do is grab the ball in your Rotofoils™ arms and whack it into your opponent's moving net. Simple but ace. I just hope they don't muck up the PlayStation version!

Lookout for more brilliant Lucasarts creations over the coming months.

There's only one other game I want to mention from this month and that's *Heavy on the Magic* by Gargoyle games. The game's an interactive adventure with BIG cartoon graphics, beautiful animation and 255 locations packed with weird and wonderful monsters, including Wyverns, goblins, trolls and the enigmatic Apex the Ogre. One of the most exciting things about the game is the command system which allows one-key inputs together with traditional text instructions. Gargoyle said that they'd bring out add-on modules for the game that would let you transfer your saved character into new scenarios. If anyone knows whether they did or not I would be interested to find out! I must admit I was crap at it and always seemed to end up walking around in circles but it got a C&VG HIT so it must be worth hunting down. Probably.

Quite an accurate screenshot of HEAVY ON THE MAGIC, this. 'Cos all the graphics were monochrome to avoid Spectrum colour clash. Looks like Paul Davies, doesn't he!

CABIN CLASSICS

***3D ANT ATTACK* BY SANDY WHITE. PUBLISHED BY QUICKSILVA, 1983.**



Golly aren't the menfolk good at playing games?

Gosh yes, shall I do the ironing & play dolls?

SEND ANY LETTERS OR OLD GAMES YOU DON'T WANT TO "COMPUTER CABIN"

COLLECTORS CORNER

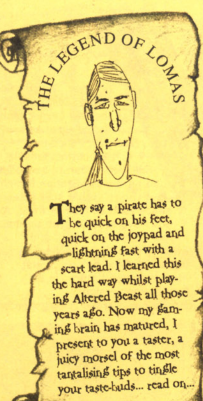
SPECTRUM: EQUINOX, STARSTRIKE II
C64: CAULDRON II, PSI 5 TRADING COMPANY, SPINDIZZY
AMSTRAD: FAIRLIGHT, ALIEN HIGHWAY
BBC: BEAU JOLLY COMPUTER HITS VOL 2
ARCADE: Just released this month was IKARI WARRIORS by Irem, a game very similar to COMMANDO and GREEN BERET (sideways scrolling but the same theme) all of which came out on various home computers and consoles. The basic idea of the game is to storm through the jungle knocking-off the enemy without getting killed. If you see a tank and it has 'N' flashing on it, jump in. You now have an enormous amount of blasting power and can knock out whole platoons and installations with no danger to yourself. Try the NES version, I think that was pretty good, but don't hold me to that – I'm not sure.



IKARI WARRIORS had a joystick that twizzled around so that you could run forward and shoot at things to the left and right of you.



CAULDRON II was a bit frustrating to play but I remember it looked ace! There's also a CAULDRON comic coming out soon!



TIPS

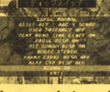
SEND YOUR TIPS TO:
TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.
GIVE US GOOD 'UNS FOR A PRIZE!

SATURN

GUARDIAN HEROES

As far as we know, these cheats only work on the Japanese import version.
To activate the debug mode which enables loads of hidden features, go to the options screen and highlight the top option (dip switch). Now press A+C+Y at the same time to enter the menu, and the new "Debug" option will be at the bottom. Turn it on to get all the features.





All of the characters will now be available in Vs mode until the game is turned off.
A level select will appear whenever you start a story mode game.
You will be able to max. out your character in story mode.
The collision detection boxes can be shown by pausing and pressing L.
You can refill your energy by pressing X+Y+Z during a story mode game.



You can skip stages by pressing these buttons during story mode:

Forward 1 stage	R+Start
Forward 2 stages	R+A+Start
Forward 3 stages	R+B+Start
Forward 4 stages	R+C+Start
Back 1 stage	R+L+Start
Back 2 stages	R+L+A+Start
Back 3 stages	R+L+B+Start
Back 4 stages	R+L+C+Start

MORTAL KOMBAT 2

This should cheer up the poor people who've bought the game. Wait for the intro pictures to start up then press Down, Up, Left, Left, A, Right, Down, B, Y, C, then Start (it's like the original Mega Drive MK cheat – DULLARD). The cheat mode will now be available. Thanks go to Simon Perryman from Carlisle for that.

NHL ALL-STAR HOCKEY

To power your players up to max. power, go to the Player Attributes screen and press A+B+C+X+Y+Z.

At the start of a two-player game, as everyone is being introduced, press X+Y+Z+L+R at the same time. Then, as the National Anthem is playing, enter any of these cheats:

Big players	**L+R**
Puck floats to centre	**A+X**
Chunky players	**A+B**
Upside-down players	**A+Y+Z**
Bouncy puck	**X+Y+R**

JOHNNY BAZOOKATONE

For infinte lives, enter the password "taehc".

These passwords take you to any of the stages.

2	**Walker3**
3	**Overtime**
4	**Villa**
5	**Endboss**

SEGA RALLY

To remove all of the on-screen indicators, including the navigator's arrows, press and hold X+Z+A on the last option before the race begins. Keep holding the buttons until the start of the race.

PLAYSTATION

NEED FOR SPEED

These hidden features sent in by R. Mullen from Dunfermline are brill! Go to the tournament password entry screen and enter the code "YXHJQY". More hidden options will be activated.
On track select, hold L1+L2 to get rally mode.
On car select, hold L1+R1 to get the hidden "Warrior" car.
On segment view, hold L1+R1 to get arcade mode.
Also, the code activates the hidden "Lost Vegas" track!

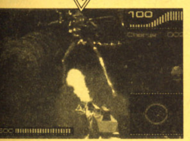
NAMCO MUSEUM VOL. 2

In DRAGON BUSTER, select the game and go to the dip switches screen. Turn the fifth switch in the left-hand block on, and start the game. When the map screen appears, hold the L1+R1+Circle buttons and move onto any of the stages. You'll warp onto the next section. Keep repeating this to go anywhere through the game.



In GAPLUS, select the game and go to the dip switches screen. Turn the fourth switch in the right-hand block on, and start the game. When the first stage is beginning, press the L1+R1+Circle buttons to get the level select option up.





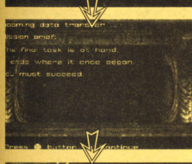
ALIEN TRILOGY

This cheat from Ben Longdon in Letchworth enables a cheats screen with Level Select, Invincibility, Infinite Ammo, and All Weapons options. Go to the password screen and enter the code "1GOTP1NK8CIDBOOTSON". CHEATS ACTIVATED will flash on the screen and the new option will be added to the main screen, below Start and Options.

A slightly quicker way of selecting levels is this: Go to the password screen and enter "GOLVLxx" and replace the "xx" with the number of the level you wish to play on. The problem is, you'll start with only the original weapon, and that means a quick death on the later levels.

Unfortunately, we couldn't get these working on our early version of the game so please don't phone if you can't get them to work.







PC

DUKE NUKEM 3D

The cheats can be typed in during the game to get the goodies.

DNSTUFF
All weapons, ammo and keys
DNITEMS
Maximum armour and all keys
DNCORNHOLIO
God mode
DNHYPER
Infinite steroids
DNSKILLx
Replace x with skill level
DNSCOTTYxx
Replace xx with episode, then map number
DNVIEW
Different view
DNRATE
Set frame rate

DESCENT 2

All of these cheats should be typed in at any time during the game.

BITTERSWEET
"Going up!"
(Some of the textures warp)
PIGFARMER
"Hi John!"
(The window border is covered in heads)







GODZILLA
"Oh no, there goes Tokyo!"
(Can destroy enemies by bashing into them)
SPANIARD
" xx destroyed"
(Destroys all enemies in the level. Use again to destroy guide-bot or boss)
ALIFALAFEL
"Cheater!"
(Get all accessories)
GOWINGNUT
Sets the guide-bot off around the level
FREESPACE
Brings up level select menu.

ALMIGHTY
"Invulnerability!"
(Guess)
LPNLIZARD
"Homing Weapons!"
(Guess again)

MEGA-CD

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

The secret character cheats we printed last month turned out to be popular, but there was one problem. We left out the fact that the cheats have to be entered on the second controller. Sorry.

JAGUAR

NBA JAM: T.E.

Before entering any of these codes to get secret characters, make sure that Tournament Mode is turned off. Start a game and choose to enter your initials. Enter these initials, pressing the buttons afterwards for each letter. For example, for Larry Bird, enter B using Option and C; R using Option and C; then D using Option and A.

•Adisak/High Voltage Programmer•
ALP using Option+C, Option+B, Option+A

•Larry Bird•
BRD using Option+A, Option+C, Option+A

•DJ Jazzy Jeff•
JAZ using Option+A, Option+A, Option+C

•Hugo Hornet•
HGO using Option+A, Option+C, A/B/C

•Bill Clinton•
CIC using Option+B, A/B/C, Option+A

SUPER NINTENDO

MORTAL KOMBAT 3

This Kombat Kode enables you to continuously uppercut your opponent through the ceiling on any stage. Once you've hit them onto the next level, do it again, no matter where you are!
221-557

To select your character in secret, use this stealth select mode. Roll the d-pad anticlockwise then press Select to make your pointer disappear. Now pick your character in secret.

DIDDY'S KONG QUEST

Follow this route to get 75 Krem coins instantly from C. Hambleton, Reading.

ONE:
Go to K. Rool's cabin.
TWO:
Exit the cabin – don't collect the balloon.
THREE:
Jump over the two bananas, collect the next bunch.
FOUR:
Jump over the two bananas and collect the next bunch again.
FIVE:
Go back to the cabin and collect the Krem coin to get straight to 75!



WIN FREE GAMES!

Take a look through this issue. You've missed a chance of getting some free games. We're handing out free software to anyone who writes us a guide for a game which we print. We don't want guides to old or rubbish games – noone cares about them – but we DO want complete solutions or maps to any big titles. As soon as a game's released, get onto it, get good at it, find everything, and tell us about it! If we use your guide, we'll give you free stuff. Simple. Send them to the address below and if they're really good, expect some goodies.

PLAYERS GUIDES,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.



FIGHTING VIPERS

By SEGA (AM2)

LEGEND

f = forward
b = back
u = up
d = down
g = guard
p = punch
k = kick

(Upper Case letters indicate that players must hold the Joystick or Button)

+: press the buttons simultaneously

Crouch: When crouching (No forward or back directional)
Back: If facing the opponent's back
Dash: Dashing toward an opponent
Air: When in the air
Wall: When near a wall

H: High Attack – use Standing or Crouching Guard to defend against
M: Middle-Attack – use Standing Guard to defend against
L: Low Attack – use Crouching Guard to defend against

NAME ABBREVIATIONS

G = Grace
B = Bahn
R = Raxel
T = Tokio
S = Sanman
J = Jane
C = Candy (Honey)
P = Picky

REMOVE OWN ARMOUR

The ultimate taunt: Characters break off ALL their protective gear, causing damage to anyone close by: f b f b P+K+G (strikes to the middle)

ARMOUR BREAKER

Armour Breaker Techniques can destroy enemy's armour when the armour gage is flashing. They can also negate the effect of enemy's Guard Attack. The Techniques below basically make the enemy down. Breast Armour Breaker: f f P (strikes high) only GRSJH.

COUNTER MOVES

Counters guard against most High or Middle Attacks, then strike back hard – so much so that they can destroy armour. Careful though, you can be thrown while your Viper is charging.

DOWNED OPPONENT

Only when the enemy is floored. Fail and your Viper becomes stunned for a couple of seconds, and is therefore vulnerable.

COMPLETE MOVES LIST AND SECRETS

Revised by CVG
(PHOTOCOPY FOR USE IN THE ARCADE)

We're constantly on the look out for cool Fighting Vipers listings and technique guides. This one we retrieved from a cool arcade site on the internet – The Coin-op Players Distribution Network (http://www.tmok.com/copdnnet). Most of us here have been paying regular visits to the local arcade and testing them out. The result is a revised version of TCOPDN's excellent publication, enabling more players to experience the exciting depths of Fighting Vipers.

BAHN – JUVENILE GANG LEADER

Speciality: Big Stroke
Stage: OLD ARMSTONE CITY

Technique	Method	Effect
STANDING		
Kenkaka	D/F P	M Float
Sway Elbow	b f P	M
Iron Elbow	f P M	
Dashing Elbow	f f P	M
Combo Elbow	f f Pf P	MM
Rising Uppercut	f d d/f P	M Float
Rising Upper Combo	f d d/f Pf d d/f P	MM Float
Yakuza Kick	d/f K	M Down
Hi-Kick	f f K	H
Head Attack	P+K+G	H
Bahn Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Jingi Gekitouha	d/b D/F P	L
Super Straight	F+P	H
Body Check	b f f P+K	M
Elbow & Body Check	f f Pb f P+K	MM
COUNTER MOVES		
Guard & Elbow	b P	H
Guard & Uppercut	b d/f d d/b P	M Float
Guard & Rising Upper	b d/f d d/b PP	M Float
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash & Body Check	(Dash)P+K	M
Dashing Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Throw Down	b P+G	Throw
Head Butt	b f P+K+G	Throw
Atomic Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down
Punching Down	d PP	Down

PLAYER SELECT

GRACE – SKATE QUEEN

Speciality: Leg Combo
Stage: BIG FACTORY

Technique	Method	Effect
STANDING		
Vulcan	d PP	HH
Vulcan	d/f PPP	HHH
Vulcan	b PPPP	HHHH
Vulcan Beat	PPPPP	HHHHH
Punch & Kick	PK	HH
Punch Crouch Spin	Pd K	HL
Punch Double Kick	PKK	HHH
Low Punch & Kick	d PK	LL
Hi-Kick Straight	KP	HH
KP & Hi-Kick	KPK	HHH
KP & Double Kick	KPKK	HHHH
KP & Crouch Spin	KPd K	HHL
Double Kick	KK	HH
Vulcan Leg	KK	HHH
Camel Spin	d d/f KK	MM
Camel Spin Cutter	d/f KKK	MMM
Sommersault Kick	u/b K	M
Front Roll Kick	u K	M
Jumping Front Roll	u/f K	M
Vertical Kick	d/f d/f K	M Float
Blade Cutter	u d K	H
Right Hi-Kick	K+G	H
Right Hi-Kick Left	K+GK	HH
Right Hi-Kick Combo	K+GKK	HHM Float
Crouch Spin	d K+G	L
Crouch Sipn Combo	d K+GKKKK	LLLLL
Bit Kick	f K+G	M
Ballerina Kick	K+GK	MH
Level Back Chop	P+K	M
Grace Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Tip Slap	f f P	M
COUNTER MOVES		
Block Baster	b K	H
Guard & Tip Slap	b P	H
Combo Block Baster	PPK	HHH
Kick Combo Block Baster	KPKK	HHHH
WHEN RUNNING		
Straight Punch	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Diving Kick	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
Diving Front Roll Kick	(Dash)P+K+G	M
THROWS		
Wall Throw	P+G	Throw
Izori	d b P+G	Throw
Cross Arm Crutch Slam	b P+K+G	Throw
Frankensteiner	(Air)d P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down

CANDY (aka HONEY) – FASHIONABLE GIRL

Speciality: Cat Punch
Stage: BAY SIDE

Technique	Method	Effect
STANDING		
Cat 1-2 Punch	PP	HH
Punch & Kick	PK	HH
Cat Scratch	PPP	HHH
Combo Upper Kick	PPPK	HHHM Float
Combo Low Kick	PPPd K	HHHL
Crouch Jab & Kick	d PK	LL
Cat Uppercut	d/f P	M Float
Honey Single	P	M
Honey Double	PP	MM
Honey Triple	f PPP	MMM Float
Rising Cat Upper	d d/f P	M Float
Toe Kick	(Crouch)K	M
Toe Kick & Scorpion	(Crouch)KK	MM Down
Toe Kick & Sommersault	(Crouch)Ku/b K	MM Down
Toe Kick & Heel Down	(Crouch)KK+G	MM
Crouch Kick	d/b KK	LL
Leg Beat	d/b KKK	LLH Down
Crouch Kick & Punch	d/b KKd P	LLL Down
Middle Kick	d K	M
Middle Kick & High	d KK	MH Down
Triple Low Kick	D KKK	LLL Down
Scorpion Attack	d/f K	M
Sommersault Kick	u/b K	M Down
Jack Knife Kick	K+G	M Float
Horse Kick	f f K+G	M Down
Honey Peach	P+K+G	M
Honey Peach & Peach	P+K+GP+K+G	MM
Honey Flash	f b f b P+K+G	M Lose Armour
Wall Climbing	(Wall, Air)u u P	(Move)
ARMOUR BREAKER		
Cat Slap	f f P	H
Cat Diving	d/f d/f P	L
Cat Heel Drop	(Top of Wall)u P	L
COUNTER MOVES		
Block Bomber	b K	H
Guard & Cat Slap	b P	H
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Peach Press	d/b f P+G	Throw
Cat Flip	d b P+G	Throw
Hopping	u/f P	Break Defence
Leg Through	d P+K+G	Break Defence
Honey Aerial	(Air)b P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw
Knee Trap	(Back)P+K+G	Break Defence
DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down

JANE – ENTHUSIASTIC FIGHTER
Speciality: Punch Combo
Stage: OBSERVATION DECK

Technique	Method	Effect
STANDING		
Double Bash	PP	HH
Low Spin Combo	PPd K	HHL
Low Spin & Uppercut	PPd Kd/f P	HHLM
Low Spin & Double Hand	PPd Kf P	HHLM
Knee Kick Combo	PPf K	HHM
Triple Bash	PPP	HHH
Punch & Kick	PK	HH
Punch Kick & Uppercut	PKP	HHM
Crouch Jab & Kick	d PK	LL
Uppercut	d/f P	M Float
Body Blow	f P	M
Body Blow & Punch	f PP	MM
Double Hand Attack	d d/f f P(d/b f P)	M
Rising Kick	(Crouch)K	M
Rising Knee	(Crouch)f k	H Float
Low Spin Up	K+GK	LH
Low Spin Down	D K+GK	LL
Jane Flash	f b f b P+K+G	M Take off Armour
Wall Climbing	(Wall, Air)u u P	(Move)
ARMOUR BREAKER		
Power Smash	f f P	H
Tornado Punch	b d/b d d/f f P	H
Ground Tornado	f d d/f P	L
Jumping Heel Drop	(Top of Wall)u P	L
COUNTER MOVES		
Block Straight	b P	H
Combo Block Straight	PPb P	HHH
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Clinch Punch	P+G	Throw
Clinch Punch (d)	P+GP	Throw
Brain Baster	b P+G	Throw
Front Back Breaker	f d P+G	Throw
Clinch Knee	K+G	Throw
Clinch Knee (d)	b d/b d d/f f K+G	Throw
Clinch Knee (d)	(Wall)K+GK+G	Throw
Neck Fold	(Back)P+G Back	Throw
Tiger Suplex	(Back)P+K+G Back	Throw
DOWNED OPPONENT		
Jumping Punch	u P	Down
Soccer Ball Kick	d K	Down
Punching Down	d P	Down

PICKY – SKATEBOARD FIGHTER
Speciality: Skate Board Attack
Stage: UFO DINER

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
1-2 Side Kick	PPK	HHM
Combo Toe Kick Hi	PPd KK	HHMH
Combo Upper Spin	PPf PK	HHMH
Combo Knee Kick	PPf KK	HHMM
Board Bash	PPP	HHH
Punch Side Kick	PK	HM
Punch Low Kick	Pd K	HL
Crouch Jab & kick	d PK	LL
Uppercut	d/f P	M Float
Upper Hi-Spin	d/f PK	MH Float
Knee Kick Hi	gh	KK MH
Toe Kick	d K	M
Toe Kick High	d KK	MH
Middle Kick	d/f K	M
Heel Attack	u d K	MM
Knee Kick	K+G	M
Rising Knee	(Crouch)f K+G	M Float
Picky Flash	f b f b P+K+G	M Lose Armour
Rocket Dive	(Back to Wall)d/b KK	M
Wall Climing	(Wall, Air)u u P	(Move)
ARMOUR BREAKER		
Board Slap	b f f P	H
Jumping Heel Drop	(Top of Wall)u P	L
COUNTER MOVES		
Block Knee	b K	H
Sway Uppercut	b P	H
WHEN RUNNING		
Dash Board	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Air	(Dash)P+K+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Neck Throw	f f P+G	Throw
Hopping	u/f P	Break Defence
Leg Through	d P+K+G	Break Defence
Leg Through & Horse Kick	d P+K+Gb K	Break Defence & Attack
Clinch Knee	(Wall)b f K	Throw
Air Grab	(Air)b P+K+G	Air Grab
Frankensteiner	(Air)d P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Diving	u P	Down
Board Stamp	d P	Down
Triple Stamp	d KKK	Down

RAXEL – BATTLE ROCKER
Speciality: Guitar Attack
Stage: THE CITY TOWER

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
Punch Combo	PPP	HHH
Punch & Kick	PK	HH
Uppercut	d/f P	M
Double Upper	d/f PP	MM
Elbow	f P	M
Elbow & Punch	f PP	MM
Light Hand	f PPP	MMH
Elbow Side-Kick	f PK	MM
Elbow Side-K & Knuckle	f PKP	MMH
Elbow Death Spin Kick	F PKPK+G	MMHH
Elbow Low Death Spin	f PKPd K+G	MMHL
Double Spin Kick	KK	HM
Rising Spin Kick	(Crouch)K	M
Side-Kick	d/f K	M
Side Kick Knuckle	d/f KP	MH
Death Spin Combo	d/f KPf K+G	MHH
Low Death Spin Combo	d/f KPd K+G	MHL
Dash Hammer Kick	f K	M
Sommersault Kick	u/b K	M
Vertical Kick	K+G	M Float
Sliding Kick	d K+G	L
Raxel Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Guitar Trust	f f P	H
Guitar Swing	d/f d/f P	H
Guitar Swing Down	d/f d/f PP	H
Death Spin Kick	f K+G	H
Double Death Spin	f K+Gd d/f f K	HH
Triple Death Spin	f K+Gd d/f f Kd d/f f K	HHH
COUNTER MOVES		
Block Baster	b K	H
Guard & Uppercut	b P	H
Combo Block Baster	PPK	HHH
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Neck Fold	b f P+G	Throw
Neck Throw	f f P+G	Throw
Mexican Typhoon	u d P+G	Throw
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Guitar Crash	d P	Down
Double Handed Guitar	d d P	Down
Soccer Ball Kick	d K	Down

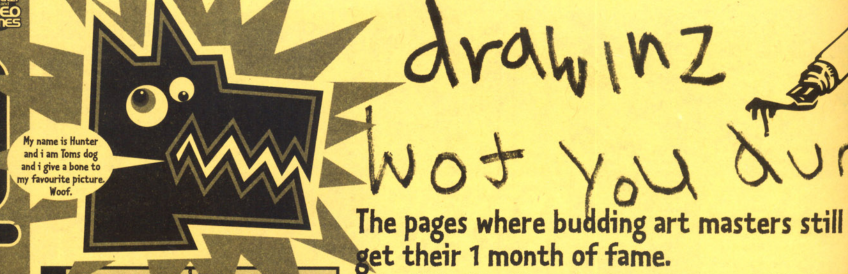
SANMAN – MAD RIDER
Speciality: Bodily Crash
Stage: OLD ARMSTONE TOWN

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HH
1-2 Hammer	PPP	HHH Down
Jab Uppercut	Pd/f P	HM
Jab Upper & Kick	Pd/f PK	HMM
Punch & Kick	PK	HH
Uppercut	d/f P	M
Double Upper	d/f PP	MM
Chop	b f P	M
Double Chop	b f PP	MM
Triple Chop	b f PPP	MMM
Generater (d)	f PP	HH
Generater (d/f)	f PPP	HHH
Generater (b)	f PPPP	HHHH
Generater Punch	f PPPPP	HHHHH
Body Press	U/B or U or U/F P	M
Reverse Sledge Hammer	d/f P+G	M Down
Leg Through	d K+G	L Down
Peach Bomber	P+K+G	M
Double Peach Bomber	P+K+GP+K+G	MM
Hammer Down	d P+K+G	M
Double Hammer Down	P+K+Gd P	MM
Hammer & Reverse Sledge	d P+K+Gd P+G	MM
Sanman Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
Elbow Smash	f f P	H
COUNTER MOVES		
Block Bomber	b K	H
Combo Block Bomber	PPK	HHH
WHEN RUNNING		
Body Attack	(Dash)P	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Sanman Nice Can	P+G	Throw
Giant Swing	b d/b d d/f f P	Throw
Neck Hanging Tree	f d/f d d/b b P+G	Throw
Triple Neck Hang	f d/f d d/b b P+Gf b P+G	Throw
Sanman Typhoon	f d/f d d/b b P+Gf b P+Gf d/f d d/b b u/b u u/f f P+G	Throw
Bear Hug	f b P+G	Throw
Bear Hug & Press	f b P+Gb b P+G	Throw
Canadian Back Breaker	f b P+K+G	Throw
Pile Driver	d/f d/f P+G	Crouch & Slam
Super Power Bomb	(Wall)f b f P+G	Throw
Iron Claw	(Wall)d/b or d P+G	Crouch & Slam
Giant Swing Footside	b d/b d d/f f P	Grab & Throw
Double Neck Hang	d b f P+G	Grab & Throw Headside
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Raiden Drop	u P	Down
Shiko Quake	d K	Down

TOKIO – JUSTICE VIPER
Speciality: Spin Kick Combo
Stage: ARMSTONE AIRPORT

Technique	Method	Effect
STANDING		
1-2 Punch	PP	HM
Open Arm	PPP	HMM
1-2 & Kick	PPK	HMH
Punch & Kick	PK	HH
Uppercut	d/f P	M Float
Open Arm Blow (d)	PP	MM
Open Arm Blow	PPP	MMM
Toe Kick	(Crouch)K	M
Middle Kick	d/f K	M
Double Middle Kick	d/f KK	MM
Triple Middle Kick	d/f KKf K	MMM Down
Knee Kick	f K	M
Hi-Kick	f f K	H
Looping Kick	u/b K	M
Heel Attack	u d K	M
Spin Kick	K+G	H
Spin-K & Side	K+GK	HM
Spin Float	K+GKK	HMM
Spin Cosac	K+Gd K	HL
Low Spin Hi	d K+GK	LH
Low Spin Float	K+GKK	LHM
Triple Low Spin	D K+GKK	LLL
Middle Kick	d/f K+G	M
Middle Kick Combo	d/f K+Gf K	MM Down
Catapult Hi	f K+GK	HH
Catapult Low	K+Gd K	HL
Hi-K Punch & Kick	KPK	HHH
Hi-K 1-2 & Kick	KPPK	HHHH
Hi-K 1-2 & Loop Kick	KPPb K	HHHM
Hi-K PPP Hi-K	KPPPK	HHHHH
Hi-K PPP Low-K	KPPPd K	HHHHL
Hi-K PPP Loop-K	KPPPb K	HHHHM
Low-K Punch & Kick	d K+GPK	LHH
Low-K 1-2 & Kick	d K+GPPK	LHHH
Low-K 1-2 & Loop Kick	d K+GPPb K	LHHM
Low-K PPP Hi-K	d K+GPPPK	LHHHH
Low-K PPP Low-K	d K+GPPPd K	LHHHL
Low-K PPP Loop-K	d K+GPPPb K	LHHHM
Crouch down	f d P+K+G	(Move)
Crouch Down & Kick	f d P+K+GK	M
Tokio Flash	f b f b P+K+G	M Take off Armour
ARMOUR BREAKER		
See Counter Move		
COUNTER MOVES		
Block Baster	b K	H
WHEN RUNNING		
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Drop Kick	(Dash)K	M
Sliding Kick	(Dash)d or d/f K	L
THROWS		
Wall Throw	P+G	Throw
Arm Crytch Slam	P+G	Throw
Neck Grab & Throw	P+G	Throw
Rolling Throw	f b P+K+G	Throw
Clinch Knee	(Wall)b f K	Throw
Back Drop	(Back)P+G Back	Throw
DOWNED OPPONENT		
Stepping on	u P	Down
Soccer Ball Kick	d K	Down





drawinz wot you dun

The pages where budding art masters still get their 1 month of fame.

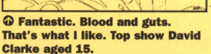


Excellent entries this month fellow art barons, especially Peter Karn from Devizes, what a corker. Keep sending them in and remember there's a prize for the best one. Whoopee!

Drawins wot you dun, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

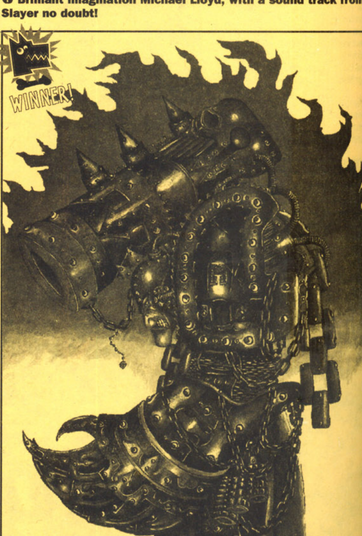






Fantastic. Blood and guts. That's what I like. Top show David Clarke aged 15.

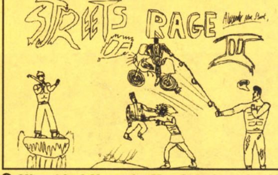
Good effort from Andrew Matthews, nice shading technique.



Brilliant imagination Michael Lloyd, with a sound track from Slayer no doubt!



I'm bored with Bug. So don't send any more in Sunit.



OK, not bad Alexander Max Stuart, or should I call you Al?



Quite a nice Idea, sort of, I suppose. It's by William English of Aberdeenshire.



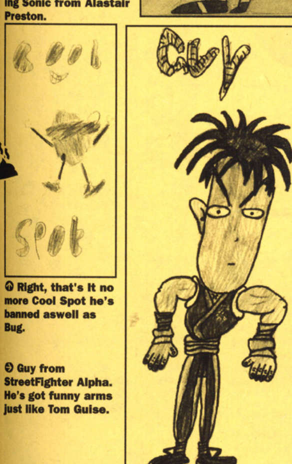
Sorry Folks, this is it. Outright winner. Non of you lot even got a look in. Don't whine, It's Brilliant, and that's that. Well done Peter Karn from Devizes.

You'll have to take it from me, the colours used here are excellent, Michael Brown, aged 11.



Is this traced, Leon Wright? I hope not. Remember, you can't fool Hunter.

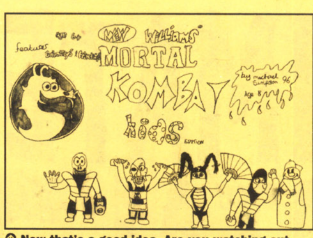
A rather porky looking Sonic from Alastair Preston.



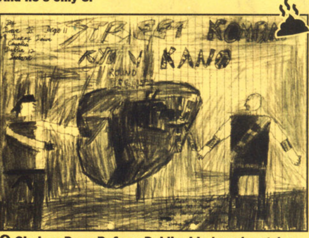
Right, that's it no more Cool Spot he's banned aswell as Bug.



Guy from StreetFighter Alpha. He's got funny arms just like Tom Guise.



Now that's a good idea. Are you watching out there Mr Midway? Michael Simpson wants a job! And he's only 8.



Oh dear Dave B. from Dublin, I bet you've got a messy bedroom.



Yes Ken Murray from Glasgow I do like it!!



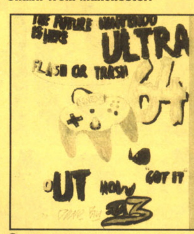
This bloke's obviously got a talent. Well done Suffian Shahabuddin. Keep up the good work.



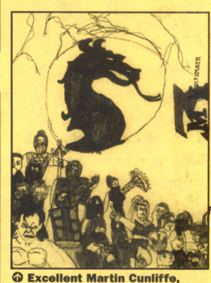
This must have taken ages! Excellent, Gavin Priest from Birmingham.



Chun Lee with a flintlock pistol! You must be crazy, Sunny Shabir from Manchester!



Out now?!! Ho, ho Jaz if only!



Excellent Martin Cunliffe, you've captured the characters expressions very well.

drawinz wot you dun



A cool effort from Micheal Kenny. Take your time Mickey, there's no rush.



Very stylish Calum Smith, but try using a 4b pencil not a 4h.




Ed lomas gets his just desserts. About time too. Good Idea Alastair Preston.

FREEPLAY

ULTIMATE MORTAL KOMBAT 3

The biggest thing we've got this month is how to play as Classic Smoke! We've tested this and it DEFINITELY works, so don't phone us to ask if it's true, okay? We've also got a few moves which were missing from last month, as well as a load of awesome combos for the new characters.

PLAY AS CLASSIC SMOKE!

Select regular Smoke with any button, then hold HP+HK+BK+Run+Back until the fight starts. Regular Smoke will appear, then transform into Classic Smoke as the round begins! Unfortunately, he's a bit of a cop-out as he's exactly the same as Scorpion!

Harpoon	B, B, LP
Teleport Punch	D, B, HP
Air Throw	BK in air
Decap. Fatality	R, BK, R, R, HK
Babality	D, B, B, F, HP
Pit Fatality	Hold BK + press F, U, U, LP

His best combos are the same as Scorpion's.

KUT OUT AND KEEP MOVES!

Here are a few moves we've learned since last issue.

JADE

Kitten Animality	(close) F, D, F, F, LK

REPTILE

Acid Puke Fatality	(sweep) Hold BK + press F, F, U, U, HK
Snake Box Friendship	(close) D, F, F, B, HK

SCORPION

Skull Box Friendship	(close) B, F, F, B, LK
Pit Fatality	Hold BK + press F, U, U, LP

KRACKIN' KOMBOS

Here are some basic chain and juggle combos for *UMK3*. From this basic list, you'll be able to build your own combos up, or simplify ours. There are loads more possibilities – just try swapping the last move in the combo for another along the same lines, or dropping it totally. As explained in our Saturn review, starting on page 72, combos in *Ultimate MK3* work like this:

CHAIN

This is a basic sequence of attacks performed quickly when close to an opponent. The moves chain together to make a combo.

JUGGLE

This is where an opponent in the air is hit repeatedly before they hit the floor, making it impossible for them to block the sequence of attacks.

INITIALISER

This is a chain combo which leaves an opponent in the air, waiting to be juggled.

DAMAGE KEY

Before each combo it says how many hits it'll do, as well as a rough damage rating. This is because the actual damage changes from version to version.

L	Low damage
M	Medium damage
H	High damage
VH	Very High damage

NOTE: All chain combos can be started with a jumping HP. This adds 10% damage to every combo.

KOMBAT KODES

These "Kodes" should be entered on the battle screen. The numbers correspond to the number of presses required on each button – the first three numbers are controlled by player one, and the next three are controlled by player two.

033-000	Half Energy for Player 1
000-033	Half Energy for Player 2
707-000	Quarter Energy for Player 1
000-707	Quarter Energy for Player 2
010-010	Throw Encourager
100-100	Throwing Disabled
020-020	Blocking Disabled
987-123	No Meters
300-300	Silent Kombat
788-322	Quick Uppercut Recovery
044-440	Sans Power (Little energy in round 3)
688-422	Dark Kombat
444-444	Randper Kombat (Random morphing)
985-125	Psycho Kombat (Dark, randper, no meters, no block, quick uppercut)
466-466	Unlimited Run
642-468	Play Galaga
999-999	Show revision number

Kombat Zone Select:

004-700	Kahn's Kave
330-033	Jade's Desert
002-003	River Kombat
666-444	Scorpion's Lair
933-933	Ermac's Portal
091-190	Bell Tower
077-022	Bridge
666-333	Graveyard
800-220	Kahn's Tower
600-040	Kombat Temple
050-050	Noob's Stage
820-028	Pit 3
343-343	Roof
123-901	Soul Chamber
079-035	Street
880-088	Subway

Text Messages:

717-313	"Rain can be found at the graveyard"
448-844	"Don't jump at me"
122-221	"Skunky!"
004-400	"Watcha gun do?"
550-550	"Go see Mortal Kombat the live tour!"
282-282	"No Fear"
123-926	"No knowledge that is not power"
987-666	"Hold flippers during casino run"

Winner Fights:

969-141	Winner Fights Motaro
769-342	Winner Fights Noob Saibot
033-564	Winner Fights Shao Kahn
205-205	Winner Fights Classic Smoke

U	Up
D	Down
F	Forwards
B	Backwards
HP	High Punch
LP	Low Punch
BK	Block
R	Run
HK	High Kick
LK	Low Kick
JK	Jumping Kick
+	Press the linked buttons at the same time
,	Press the buttons in sequence



ERMAC

Best Chain

5-hit	M	HP, HP, B+LP, B+HK, B+LK

Starting with initialiser – HK, LP...

8-hit	VH	JK, Teleport, Slam, 2 Standing HPs, JK, Sweep
6-hit	H	JK, Teleport, Slam, Standing HP, Roundhouse
5-hit	H	JK, Teleport, Sweep

Starting with Slam...

8-hit	VH	2 Standing HPs, JK, Teleport, Slam, 2 Standing HPs, JK, Sweep
3-hit	M	Standing HP, JK, Sweep
2-hit	L	Standing HP, Fireball

Starting with Teleport Punch...

8-hit	H	Slam, Standing HP, JK, Teleport, 2 Standing HPs, JK, Sweep
7-hit	M	Slam, 2 Standing HPs, Teleport, Slam, 2 Standing HPs, JK

Starting with Uppercut...

8-hit	VH	Slam, JK, Teleport, 2 Standing HPs, JK, Sweep
6-hit	100%	Slam, Uppercut, Slam, Uppercut, Slam, Uppercut

JADE

Best Chain

7-hit	M	HP, HP, Hold D + press LP, LK, HK, LK, B+HK or

Starting with Jump Kick...

2-hit	L	Shadow Kick

CLASSIC SUB ZERO

Best Chain

5-hit	M	HP, HP, B+LK, B+HK, F+LK

Starting with Uppercut...

6-hit	M	JK, Slide

Starting with Jump Kick...

7-hit	M	Floor Freeze, Chain Combo

MILEENA

Best Chain

6-hit	M	HP, HP, HK, HK, U+LK, U+HK

Starting with Ground Roll...

4-hit	H	Standing HP, Roll, Standing HK

KITANA

Best Chain

4-hit	L	HP, HP, B+LP, F+HP

Starting with Fan Lift...

6-hit	M	JK, Air Fan Throw, Run in, HP, JK, Sweep
5-hit	M	JK, Air Fan Throw, Run in, HP, Air Punch
4-hit	M	JK, Air Fan Throw, Run, Uppercut

Starting with Jumping Kick...

4-hit	M	Air Fan Throw, Run, JK, Sweep

REPTILE

Best Chain

4-hit	L	HP, HP, HK, B+HK

Starting with initialiser (HP, HP, D+LP)...

10-hit	H	Fast Globe, 2 Standing HPs, Elbow Dash, 2 Standing HPs, Elbow Dash, Crouching LP, Uppercut
8-hit	M	Fast Globe, 2 Standing HPs, JK, Slide
6-hit	M	Fast Globe, Standing HP, Uppercut
6-hit	M	Fast Globe, Standing HP, Roundhouse

Starting with Fast Globe, Slow Globe...

5-hit	M	Standing HP, JK, Slide
4-hit	L	JK, Slide
4-hit	L	2 Standing HPs, Acid Spit

Starting with Jump Kick...

6-hit	M	Fast Globe, 2 Standing HPs, JK, Slide
4-hit	M	Fast Globe, JK, Sweep

Starting with Slow Globe...

8-hit	H	2 Standing HPs, Fast Globe, 2 Standing HPs, JK, Sweep
4-hit	L	2 Standing HPs, Acid Spit

SCORPION

Best Chains

4-hit	M	HP, HP, HK, B+HK
4-hit	M	HK, HK, LK, LK

Starting with Jump Kick...

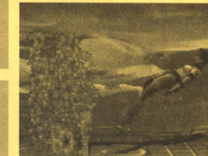
7-hit	M	Teleport, Harpoon, either Chain

Starting with air opponent...

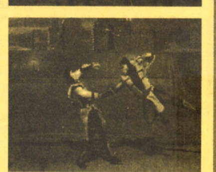
6-hit	H	2 Standing HPs, Harpoon, Chain

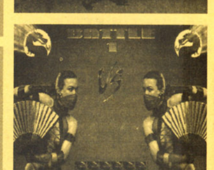




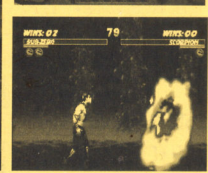






























MOVE LIST AND STRATEGY OVERVIEW

(QUICK REFERENCE FOR ARCADE USE)

By Slasher Quan

LEGEND

T = Toward
DT = Down-Toward
D = Down
DA = Down-Away
A = Away
UA = Up-Away
U = Up
UT = Up-Toward
AP = Any Punch
AK = Any Kick
360 = Rotate the controller in a circle
720 = Rotate the controller in 2 circles
2P = Any 2 Punches
2K = Any 2 Kicks
3P = Any 3 Punches
3K = Any 3 Kicks

COLOUR SELECTIONS

There are four different colours available for each character. These are achieved by pressing one punch, one kick, Jab+Strong punch, or Short+Forward kick respectively when you choose your character.

ALPHA COUNTERS

Every character now has TWO different Alpha Counters – one with punch and one with kick. The method is the same as before: block any attack, then press A,DA,D, and Punch or Kick.

SECRET CODES

Original Costume Chun Li: When you join in, press Start and continue to hold down the Start button. Move the cursor on top of Chun Li, wait five seconds, then pick her. She will appear in her original costume from the Street Fighter II series, and her fireball will be restored to its original Charge execution. (She even has four different colours for this costume, like all other characters!)

STAGE SELECTION

Before choosing your character, move the cursor onto the character whose stage you would like to select, and while holding the Start button wait five seconds on their icon. Then choose your character normally and you will be transported to the selected stage!

SECRET STAGE SELECTION

Sagat's and Bisons hidden stages Australia and Venezuela, which normally appear during certain one-player boss fights, are also selectable! When you join in, press Start and continue to hold down the Start button. Move the cursor to either Sagat or Bison, wait five seconds, then choose your character normally. You will be transported to the appropriate hidden stage!

DEFAULT TO PREVIOUS STAGE

This method enables you to fight on the stage of the previously defeated opponent. Press Start and continue to hold it down, then choose your fighter without hesitation. If appropriate, you will fight on the stage of whichever character was just beaten off the machine!
Special note: All stage select codes work only in two-player matches.

SECRET BOSS FIGHTS

Hidden Challengers!
In a one-player game each character can fight a special bonus opponent, who will interrupt the normal schedule of enemies with a "Here Comes a New Challenger" message, in much the way that Dan would challenge in original SFA. The secret to finding these hidden challengers is to win as many times as possible with a Super Combo or Custom Combo finish. By winning five rounds in a row in this manner – without interruption, by winning in any other manner, or by losing a round – you will find the hidden challenger! No specific reward (such as a better ending) is yet known for defeating the hidden challengers, but you will be treated to some entertaining dialogue when you first encounter them.

THE SPECIAL AKUMA FIGHT

If you win with three Perfect round finishes in a row, Akuma will challenge you...but not the normal Akuma! This is the Akuma as he appeared in SSF II Turbo; he throws TWO air fireballs and is hellishly fast. Good luck, he is a monster!



RYU

Move List
Fake Fireball: D,DT,T, Start
Fireball: D,DT,T, AP
Hurricane Kick: D,DA,A, AK
Air Hurricane Kick: Jump then D,DA,A, AK
Top-Down Punch: T+Strong
Hop Kick: T+Forward
Shinkuu Hadoken: D,DT,T,D,DT,T, AP
Shinkuu Hurricane: D,DA,A,D,DA,A, AK

Overall Strategy
Ryu is basically the same as before, but the general removal of chain combos seriously weakens his offensive game. You must return to timing combos as in Super SF II Turbo. Try to link a low Strong into a low Forward, then two-in-one into a regular or super fireball.

CHUN-LI

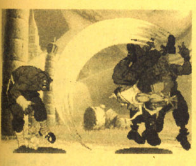
Move List
Kikoken: A,DA,D,DT,T, AP
Lightning Leg: Tap AK rapidly
Rising Bird Kick: Charge D,U, AK
Flip Kick: T,DT,D,DA,A, AK
Falcon-Claw Kick: While in the air press D + Forward
Neck Breaker: DT + Roundhouse
Kikosho: D,DT,T,D,DT,T, AP
Rising Heaven Kick: Charge DA,DT,DA,UT AK
Thousand Burst Kick: Charge A,T,A,T, AK

Overall Strategy
Chun Li is the most-improved character in Alpha 2, and possibly the #1 character in the whole game. She can now two-in-one her low Forward into a Fireball, and the ability to do her Fireball as a motion instead of a charge move adds a whole new dynamic to her gameplay. Try to poke at the enemy with her low Forward and jumping Short, and keep out the enemy with standing Fierce and Roundhouse. Her Super energy is best utilised as Custom Combos involving the Lightning Leg or Rising Bird Kick.

CHARLIE

Move List
Sonic Boom: Charge A,T, AP
Somersault Shell: Charge D,U, AK
Spinning Back-Knuckle: T + Fierce
Step Kick: T or A + Roundhouse
Top-Down Kick: T or A + Forward
Sonic Break: Charge A,T,A,T, AP, then press AP
Somersault Justice: Charge DA,DT,DA,UT, AK
Crossfire Blitz: Charge A,T,A,T, AK









Overall Strategy
A slightly quicker recovery time off Sonic Booms places Charlie in a much better position to keep out enemies and lock them down with patterns. Use his crouching and standing Fierce (depending on the angle of their jump) to easily swat away those who jump your Sonic Booms. In Custom Combos, Charlie's Somersault Shell can be especially devastating – juggle the enemy with it for huge damage.

KEN

Move List
Sliding Roll: D,DT,T, Start
Roll: D,DA,A, AP
Fireball: D,DT,T, AP
Hurricane Kick: D,DA,A, AK
Air Hurricane Kick: Jump then D,DA,A, AK
Top-Down Kick: T + Forward
Shoryu Reppa: D,DT,T,D,DT AP
Shinryuken: D,DT,T,D,DT AK then AK rapidly (L2 or L3)

Overall Strategy
Like Ryu, Ken is generally unchanged but he can no longer rely on devastating chain combos. His Flaming Dragon Punch is quite effective in Custom Combos, inflicting tons of juggle damage if the timing is accurate. Ken is also bereft of his humiliating, perpetual Roll Trap due to the removal of chains, but Roll/throw is still a great cheap to pull out occasionally.

GUY

Move List
Dash Elbow: D,DA,A, AP
Bushin Air Throw: D,DT,T, AP, then P (close)
Bushin Air Elbow: D,DT,T, AP, then P (far)
Bushin Hurricane Kick: D,DA,A, AK
Bushin Dash Stop: D,DT,T, Short then AK
Bushin Dash Slide: D,DT,T, Forward then AK
Bushin Dash Crescent Kick: D,DT,T, Roundhouse then AK
Strong Elbow Drop: While in the air press D + Strong
Typhoon: DT + Roundhouse
Top-Down Punch: T + Strong
Bushin Hell Chain Fist: standing Jab,Strong,Fierce,Roundhouse
Bushin Strong Thunder Kick: D,DT,T,D,DT, AK
Bushin Eight-Double Fist: D,DT,T,D,DT, AP

Overall Strategy
As the most chain-reliant veteran of Alpha 1, Guy is the most weakened (call it crippled) in A2... His Bushin Hell Chain Fist, which Capcom considers a move and not a combo, is his only remaining chain. He also can no longer two-in-one a standing Forward into the Bushin Air Throw, a major cheap he relied on. Guy has gone from among the top three characters to possibly among the bottom six.

BIRDIE

Move List
Flaming Bull Head: Charge A,T, AP
Bull Horn: Hold 2P or 2K then release
Murderer Chain: 360, AP
Choke Swing: 360, AK
Top-Down Kick: standing Roundhouse
Bull Revenger: D,DT,T,D,DT, AP or AK
The Birdie: Charge A,T,A,T, AP

Overall Strategy
Adding a longer pause after the Bull Head is a poor trade for flames, but Birdie had to be weakened...I guess. His new Choke Swing is extremely damaging, cheap, and much easier to do off the standing Short then the Murderer Chain; try to cheap-grab opponents with it as much as possible. The Bull Revenger should still be the primary use of super energy, whether to fly over fireballs or to pass invincibly through descending air attacks and grab jumpers as they land.

SODOM

Move List
Jigoku Scrape: D,DT,T, AP
Butsumetsu Buster: 360, AP
Daikyo Burning: 360, AK
Counter Grab: T,D,DT, AK
Super Roll: After knocked down press T,DT,D, AP
Jitte Walk: After knocked down press A,DA,D, AK
Super Rushing Jigoku: D,DT,T,D,DT,T, AP
Omega Slam: 720, AP

Overall Strategy
The change of Sodom's Jigoku Scrape from a dragon punch to a fireball motion drastically alters his strategy. Use an early crouching Fierce two-in-one into a Fierce Scrape for an insanely easy, two-hit combo as the opponent is getting up. Also, Sodom's Counter Grab is NOT a fake, its a counter-attack that reverses any airborne or shoulder-level attacks...do it just as a leg or foot is about to connect.

ADON

Move List
Rising Jaguar: T,D,DT, AK
Jaguar Kick: D,DT,T, AK
Jaguar Tooth: D,DA,A, AK
Top-Down Punch: T + Strong
Jutting Kick: DT + Forward
Jaguar Revolver: D,DA,A,D,DA,A, AK
Jaguar Varied Assault: D,DT,T,D,DT, AP

Overall Strategy
Generally Adon is much easier to play now that his Jaguar Kick and Tooth are fireball motions. His Top-Down Punch is a sorely needed addition and should be interchanged with the Jaguar Tooth to confuse getting up opponents. Unfortunately his Jaguar Varied Assault has been sorely weakened and is not as fast or long-reaching as before; only use it at point-blank range.

ROSE

Move List
Soul Spark: A,DA,D,DT,T, AP
Soul Reflect: D,DA,A, AP
Soul Throw: T,D,DT, AP
Soul Cloak: D,DT,T, AK
Slide: DT + Forward
Aura Soul Spark: D,DA,A,D,DA,A, AP
Aura Soul Throw: D,DT,T,D,DT, AP
Soul Illusion: D,DT,T,D,DT, AK

Overall Strategy
Roses strategy hasn't changed much, be the addition of the Soul Cloak move enables her to more effectively pin down opponents, especially because she is not vulnerable if they block it. Rose can no longer multi-slide and redizzy the opponent, but her Level 2 Aura Soul Spark is probably still her most effective Super in terms of range and proportionate damage.

SAGAT

Move List
Tiger Shot: D,DT,T, AP
Ground Tiger Shot: D,DT,T, AK
Tiger Blow: T,D,DT, AP
Tiger Crush: T,D,DT, AK
Tiger Cannon: D,DT,T,D,DT,T, AP
Tiger Genocide: D,DT,T,D,DT, AK
Tiger Raid: D,DA,A,D,DA,A, AK

Overall Strategy
Despite Sagat's low to middling ranking in Alpha 1, Capcom chose to weaken this character in several aspects. His low Forward can no longer two-in-one into a special move (it can, however, two-in-one into a Super, which is a very devastating combo when the opponents getting up). Also, the Tiger Genocide is far less invincible to fireballs. If you pick him, use the traditional standing Roundhouse, standing Strong, and standing Fierce to keep the opponent out...and pray.









M. BISON

Move List
Psycho Shot: Charge A,T, AP
Double Knee Press: Charge A,T, AK
Head Press: Charge D,U, AK, then AP for Skull Diver
Somersault Skull Diver: Charge D,U, AP, then AP for Skull Diver
Bison Warp: T,D,DT or A,D,DA, 3P or 3K
Knee Press Nightmare: Charge A,T,A,T, AK
Psycho Crusher: Charge A,T,A,T, AP

Overall Strategy
Bisons only new addition is an air throw with the Strong or Fierce Punch. Otherwise he is generally the same.... Always use the Psycho Crusher instead of the Knee Press Nightmare when the opponents jumping, and plant plenty of Fierces into any Custom Combos.

AKUMA

Move List
Blue Fireball: D,DT,T, AP
Red Fireball: T,DT,D,DA,A, AP
Dragon Punch: T,D,DT, AP
Hurricane Kick: D,DA,A, AK
Air Hurricane Kick: Jump then press D,DA,A, AK
Ashura Warp: T,D,DT or A,D,DA, 3P or 3K
Hundred Demon Somersault: D,DT,T,UT, then....
H.D. Slide Kick: ...press nothing.
H.D. Air Punch: ...press AP when far.
H.D. Body Drop: ...press AK.
H.D. Air Throw: ...press AP when close and high.
H.D. Air Suplex: ...press AK when close and low.
H.D. Air Blade Kick: While in the air press D + Forward.
Top-Down Chop: T + Strong
Hop Kick: T + Forward
Roll: D,DA,A, AP
Messatsu Uppercut: D,DT,T,D,DT, AP
Messatsu Fireball: T,DT,D,DA,A,T,DT,D,DA,A, AP
Violent Air Slash: Jump then press D,DT,T,D,DT,T, AP
Instant Hell Murder (L3): Jab,Jab,T,Short,Fierce

Overall Strategy
The change of his Red Fireballs motion is a great addition which greatly increases his playability, as there is no more overlap between the moves. If only his Messatsu Fireball were easier! A significant delay has been added to his Air Fireballs (they are now released a moment after the command is inputted), so be careful of ground opponents who can use basic attacks to keep you out if you throw the Air Fireballs too close to the ground. His Instant Hell Murder now requires an extra button (identical to the home versions of A1) and is quite hard to do in a pinch.

DAN

Move List
Self-Taught Wave Punch: D,DT,T, AP
Shiny Dragon Punch: T,D,DT, AP
Flurry Kick: D,DA,A, AK
Super Wave Punch: D,DT,T,D,DT,T AP
Super Shiny Dragon Punch: D,DT,T,D,DT, AK
Certain Victory: D,DA,A,D,DA,A, AK
Super Taunt: D,DT,T,D,DT,T, Start

Overall Strategy
Dan benefits from a number of redrawn animations for his basic attacks and special moves, but generally didn't gain much to beef up his arsenal...some of his moves are actually much worse, such as his delayed-reaction jumping fierce. His most exciting addition is the Super Taunt, the first Super move to, well, involve the use of taunts! (And the Start button...) What a fart knocker!

ZANGIEF

Move List
Glowing Fist: T,D,DT, AP
Long Lariat: 3P
Short Lariat: 3K
Spinning Pile Driver: 360, AP
Siberian Bear Crusher: 360, AK (far)
Siberian Suplex: 360, AK (close)
Dash Punch: T + Fierce
Final Atomic Buster: 720, AP
Super Air Throw: D,DT,T,D,DT, AK

Overall Strategy
Zangief is not the same as he was in SSF II Turbo, and while there are a few improvements there are also some major new weaknesses. His Spinning Pile Driver has positively minuscule range; forget sucking in enemies from over 1/4 screen distance! He can still cheap, but only in close. You can alter some of Zangief's crouching kicks by holding either in defensive or offensive crouch. Use his standing Roundhouse to keep out jumping opponents.

DHALSIM

Move List
Yoga Fire: D,DT,T, AP
Yoga Flame: T,DT,D,DA,A, AP
Yoga Thrust: T,DT,D,DA,A, AK
Yoga Teleport: T,D,DT or A,D,DA, 3P or 3K (can be done in air)
Top-Down Punch: Hold Jab, release
Yoga Burn: D,DT,T,D,DT,T, AP
Super Air Throw: D,DT,T,D,DT, AK

Overall Strategy
As in SSF II Turbo Dhalsim can control the usage of his limbs (close or far attacks) by holding away or neutral/toward on the joystick. His main strategy involves keeping out the enemy with fireball/kick patterns, sliding under fireballs, and using the Yoga Burn for huge damage. His Super Air Throw, for all intents and purposes, is identical to Roses and Zangief's.

ROLENTO

Move List
Patriot Circle: D,DT,T, AP (repeat x 3)
Air Knife: T,D,DT, AK then AK or AP
Flip Attack: D,DT,T,UT, AP or AK then any button
Flip Away: D,DA,A,UA, AP or AK
Wall Leap: D,DA,A, AK then any button
Roll Rebound: D,DA,A, AP then AP
Fip/Roll Recoil: 3P then AP
Super Chain Grab: D,DT,T,D,DT,T, AK
Rolling Grenade: D,DA,A,D,DA,A, AP

Overall Strategy
Rolento seems to be the most effective new character and can devastate opponents with his huge variety of attacks. By alternating between his different flip, wall leap, and roll attacks, you can keep any opponent confused and psyched out. Use the Rolling Grenade to juggle jumping enemies, and Super Chain Grab to maul ground-based opponents who are about to do a move. End his Custom Combos with 3 Patriot Circles for huge damage.

SAKURA

Move List
Small Fireball: D,DT,T, AP
Medium Fireball: D,DT,T, tap AP 2x
Large Fireball: D,DT,T, tap AP 3x
Running Dragon Punch: T,D,DT, AP
Hurricane Kick: D,DA,A, AK
Top-Down Kick: T + Forward
Super Slide Kick: D,DA,A,D,DA,A, AK
Super Fireball: D,DT,T,D,DT,T, AP
Super Dragon Punch: D,DT,T,D,DT, AK

Overall Strategy
Sakura's only decent two-in-one-able move is her crouching Strong, so centre all your combos around it. Use her Short and Forward Hurricane Kicks to lock down the opponent, and the Roundhouse Hurricane to stop jumpers. Pull out the Super Slide Kick to override ground moves. Don't use the Running Dragon Punch unless you're sure it will connect, because if they block you will be open to almost any Super or Custom Combo. Hold away and use her standing Forward, or her crouching Fierce, to keep out jumpers.

GEN

Move List
CRANE METHOD (3P)

Fast Hands: Tap AP rapidly
Rising Kick: T,D,DT, AK
Super Dashing Swipe: D,DT,T,D,DT,T, AP
Hand of Death: D,DA,A,D,DA,A, AP

MANTIS METHOD (3K)

Rolling Attack: Charge A,T, AP
Mantis Wall Leap: Charge D,UA or UT, AK, then...
..U to grab the ceiling, then D, DA, or DT to fly kick.
..U to grab the ceiling, then U to drop without attacking, or UT or UA to fly away.
..DA to drop without attacking.
..D for a short drop kick.
..DT for a long drop kick.
Super Air Throw: D,DT,T,D,DT, AK
Flying Air Kick: Jump then press D,DA,A,D,DA,A, AK

Overall Strategy
Gen is possibly the most complex SF character and the best way to play him is to learn each opponent and decide whether Crane or Mantis is most appropriate in each case. Gen is generally a tick type character, and you can wear them down with moves such as the Rolling Attack and Fast Hands. When your Hand of Death connects, simply avoid getting hit by the opponent until the timer runs out and they'll be dizzied.



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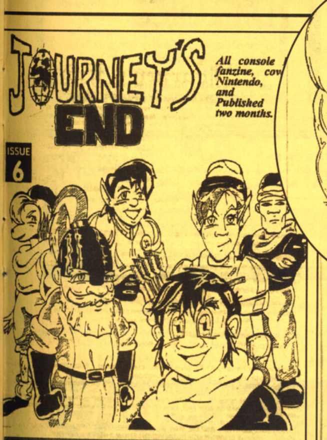
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FREEPLAY FANZINES



The first, and last, word in RPG gaming. That's how Journey's End is described. It costs £1.50 plus a 1st class stamp per issue, or £5 for 4 issues. Try writing to: Journey's End, 230 Thornbridge Avenue, Great Barr, Birmingham, B42 2AL. Or E-Mail: Mitch@Dircon.co.uk. Thanks very much to Ann Simpson, the Editor and Publisher for sending it.

WE WANT MORE LIKE THIS, please readers.

...gral (look in 'Desis'). It costs 39Go. Any ...at member will become and stay a JGHT

...YGHT ring on someone then give it to ...nd in the next battle you will have a whole

...Force 1.

...adjacent squares to him with dwarves, Zylo and a ...es diagonally to him, and those squares next to the ..., a magic user and the spear-throwing knights. Leave ... (the Hero), ...ip in if one of ...alled. If more than one ... spear-throwing knight to that square, so the guy can't move. Keep a healer at hand, and stock up on those healing seeds before the battle.

BALBAZAK:- Draw his side-kicks out to meet you at the start of the straight where he stands and kill them. Then simply surround him firstly with your dwarves and Zylo, then with your knights, and finally your archers. Place a strong flying character on the bridge to the ship, so he cannot retreat.

KANE:- Although he holds two swords, he only uses the Sword of Darkness. He is a more agile version of Elliott, so use the same tactics, setting aside a few fighters to deal with his buddies.

MISHAELA:- The hardest guardian of the game, excluding Dark Dragon. Get those chests from around her and then Egress out, equip them and re-enter the battle. The best way to defeat her is to position your most powerful close range fighter in the square to her left, put your strongest spear-thrower two squares to her right and an archer directly below her. Spreading the fighters out like this will prevent her from wiping out your entire party with one fell swoop. Keep the rest of the party out of the witch's range. Keep a healer handy to heal the three fighting Mishaela, and kit them out with lots of healing seeds, and maybe give your character a Shower of Cure. When Mishaela's HPs are about 45-50 bring in two more close range fighters, two more spear-throwers and another archer, and just attack her until she dies. Don't use any mages on her and keep Max away too.

CHAOS:- Arguably the easiest boss of the entire game. he hardly ever uses his multiple laser attack, and sticks to a crappy hand attack that takes off about 5 HPs a time. Simply surround and attack.

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RAMLADA:- A rather tough boss is the Emperor, but not because he is hard to beat. He hardly uses his powerful ball and chain attack preferring to use his infuriating Aura spell which recovers a ton of HPs. However this is his weakness. Even if he is 5 HPs under his maximum he'll use the Aura spell. If you continue to do this he will waste his MPs, and you'll be free to use the tried and tested surround and attack method of boss-beating.

COLOSSUS:- He splits into three enemies, one that casts L3 Blaze, one that casts L3 Freeze and one that casts L3 Bolt. Beat the Blaze boss, then the Freeze one, then finally the Bolt one.

Blaze Boss: Surprisingly easy, although he is the second boss of the game that doesn't succumb to some form of surround and attack method. Arrange your fighters at diagonals to him and attack. If you arrange your fighters around him, he'll kill them all with a few spells.

Freeze Boss: Basically the same as the Blaze boss, see above, but seeing as L3 Freeze takes up more MPs than L3 Blaze and has the same range as it, but only inflicts a few more HPs in damage, you may want to risk a quick win by using the surround and attack method.

Bolt Boss: Due to the strength and range of L3 Bolt, this third head is tough. Use the same tactics as you did for Mishaela, only this time move a second archer around the back of him to keep him in a given area. When you begin fighting him, he will not use his bolt spell, so if you simply surround him with four close range fighters you can knock off half his hit points before he starts to use the spell. Remember not to get over zealous and put your party at risk. You have already fought two bosses and your healing capacities will be diminished.

DARKSOL:- Kill everyone around him, then put your fighters in all the squares around him. Put projectile users in the spaces left to form a square around him. He won't stand a chance.

DARK DRAGON:- Kill the armed skeleton on the left, and put a weak fighter on the square it came from. Withdraw all your fighters from the skeleton on the right's range. Place Musashi, Pelle, Henzou and Kan around the left head until it dies. Heal all of them and leave the weak fighter on the skeleton's square. Kill the skeleton on the right and put another weak fight on it's square. Attack Dark Dragon's right head until it dies. Heal the four fighters and re-equip them with more herbs. Withdraw them, leaving the weak fighter on the skeleton's square and attack the middle head. Heal them when necessary, move a healer up to them if needed. The middle head will soon die and you've finished the game!



Hidden Items

There is a *Bikini* that only Tao can where in the cave where the Moon Stone is. It is to the left of the Moon Stone, in the black wall, but you must face downwards. Search the wall. Also there is a hidden chest in the Laser Eye battle: where the 3 archers stand, if you stand to the left of the 3rd archer, face left and search you will find a green costume which Anri can wear. In the 4th chapter, in the base before Uranbatol, if you go to the right, then bottom- in between the bushes- and keep searching you will find a *Kanji*. In the second boat fight there is a *Teppou* in the bottom-right corner of the boat. Finally there is a *Yaui*. This is located in Bleu's town during the battle with Kane. It is in a long pathway between two houses.

Onto Shining Force 2!

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WRITE FOR FREEPLAY



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ART

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TIPS

Any golden nuggets of information you might have for games that you own, or have played, have a home in our Tips section. Ed Lomas will personally evaluate their worth, so make 'em good okay!

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